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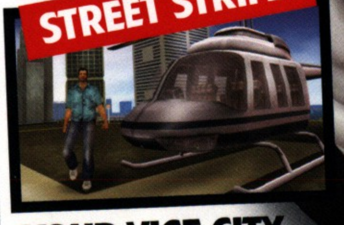

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- Mega Man Battle Network 4
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- **Pokemon Ruby**
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- Simpsons: Road Rage
- Sims: Bustin' Out
- Sonic Advance
- Sonic Advance 2
- Super Mario Advance 2
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- Crystal Pokemon
- Dragon Warrior Monsters 2
- Dragonball Z Leg.S.Warriors
- Harry Potter & Phil.'s Stone
- Harvest Moon 2
- Mario Land
- Metal Gear Solid
- Perfect Dark
- Pokemon Blue
- Pokemon Crystal
- **Pokemon Gold**
- Pokemon Red
- **Pokemon Silver**
- Pokemon Trading Card
- Pokemon Yellow
- Silver Pokemon
- Yu-Gi-Oh!: Dark Duel Story
- Zelda: Oracle of Seasons

Plus Many More...

NINTENDO64

- Bad Fur Day
- Banjo Kazooie
- Blues Brothers 2000
- Goldeneye
- Star Wars: Rogue Squadron
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- Xena: Warrior Princess
- Zelda: Majora's Mask
- **Zelda: Ocarina of Time**

Plus Many More...

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- International Track & Field
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- **Res. Evil: Code Veronica**
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- Sonic Adventure 2
- Tomb Raider 4: Last Revel.

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- Age of Empires 2
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- **Broken Sword: S. Dragon**
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- Com. & Conq.: Generals
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- Delta Force: Land Warrior
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- Empires: Dawn of M.World
- Escape from Monkey Island
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- Freelancer
- Grand Theft Auto 3
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- Harry Potter & Ch.of Secrets
- Hitman 2: Silent Assassin
- Impossible Creatures
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- James Bond 007: Nightfire
- Lord of the Realms 3*
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- Mace Griffin: Bounty Hunter
- Mafia
- Max Payne 2
- Medal of Honor: Br'through
- Medal of Honor: Sp'head
- Medieval: Total War
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- Pax Romana
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- Railroad Tycoon 3
- Rollercoaster Tycoon
- Schizm 2*
- Silent Hill 3
- Sim City 3000
- Sim City 4
- Sims
- Sims Hot Date
- Sims House Party
- Sims: Deluxe
- Sims: Superstar
- Sims: Unleashed
- Soldier of Fortune 2
- Soul Reaver 2
- Star Trek: Elite Force 2
- Star Wars: Jedi Academy
- Star Wars: Jedi Knight 2
- Star Wars: Knights Old Rep.
- **Stronghold**
- Sudden Strike
- Sudden Strike 2
- Sudden Strike Forever
- The Escape from Monkey Is.
- The Sims: Makin' Magic
- Theme Hospital
- Thief 3*
- Tomb Raider 3
- Tomb Raider 5: Chronicles
- Tomb Raider: Angel of Dark.
- Total Club Manager 2003
- UFO: Aftermath
- X2: The Threat*
- XIII (Thirteen)
- Zoo Tycoon

Plus Many More...

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- Alex Ferguson P.Manager'02
- Alone in the Dark 4
- Alundra 2
- Army Men: Land Sea & Air
- Beyblade
- Broken Sword
- Broken Sword 2
- Bugs & Taz: Time Busters
- C-12 Final Resistance
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- Disney's Dinosaur
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- **Dracula Last Sanctuary**
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- Duke Nukem
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- Fear Effect
- Fear Effect: Retro Helix
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- Final Fantasy 6
- Final Fantasy 7
- Final Fantasy 8
- Final Fantasy 9
- Final Fantasy Origins
- Gran Turismo
- Gran Turismo 2
- Grand Theft Auto 2
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- Harry Potter & Phil.'s Stone
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- Premier Manager 2000
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- **Shadowman**
- Silent Hill
- Smackdown
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- Spiderman
- Spiderman 2
- Spyro 2: Ripto's Rage
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- Spyro the Dragon
- Star Wars: Phantom Menace
- Syphon Filter 3
- The Lost World
- Theme Park World
- Thrasher: Skate & Destroy
- TOCA Touring Cars
- TOCA Touring Cars 2
- TOCA World Touring Cars
- Tomb Raider
- **Tomb Raider 2**
- Tomb Raider 3
- Tomb Raider 4: Last Revel.
- Tomb Raider 5: Chronicles
- Tony Hawk's Pro Skater 2
- Tony Hawk's Pro Skater 4
- Tony Hawk's Skateboarding
- Twisted Metal 2
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- WWF Smackdown
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- Ace Golf
- Beyblade
- Billy Hatcher and Giant Egg
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- BMX XXX
- Bounty Hunter, Star Wars
- Buffy 2: Chaos Bleeds
- Burnout
- Dakar 2
- Dark Alliance, Baldur's Gate
- Darkened Skye
- Dave Mirra Freestyle BMX 2
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- **Eternal Darkness**
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- Harry Potter: Quidditch Cup
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- Hulk
- Hunter: The Reckoning
- James Bond 007: Nightfire
- Leg. of Zelda: Master Quest
- Leg. of Zelda: Ocarina of T.
- Leg. of Zelda: Wind Waker
- Leg.of Zelda: Majora's Mask
- Lord of the Rings: R.of King
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- Luigi's Mansion
- Mario Kart: Double Dash
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- Medal of Honor: R. Sun
- Metal Arms:Glitch in System
- Metroid Prime
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- Need for Speed Undergr'nd
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- Phantasy Star Online
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- Res. Evil: Code Veronica X*
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- Rocky
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- Scooby Doo: Night of 100 F.
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- Sims: Bustin' Out
- Skies of Arcadia Legends
- Sonic Adventure 2 Battle
- Sonic Adventure DX
- Sonic Mega Collection
- Sphinx & Cursed Mummy*
- SSX 3
- Star Wars: Jedi Knight 2
- **Star Wars: Rebel Strike**
- Star Wars: Rogue Leader
- Starfox Adventures
- Super Mario Sunshine
- Super Monkey Ball 2
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- The Italian Job: L.A. Heist
- The L. of Zelda: WindWaker
- The Sims: Bustin Out
- Tiger Woods Golf 2003
- Tiger Woods Golf 2004
- Time Splitters 2
- Tony Hawk's Pro Skater 4
- Tony Hawk's Underground
- Top Gun: Combat Zones
- True Crime: Streets of LA
- Turok, Evolution
- Viewtiful Joe
- WWE Wrestlemania X8
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- XIII (Thirteen)
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- X-Men: Next Dimension
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A = 01

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- Aliens vs Predator:Extinction
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- Amped 2
- Amped Snowboarding
- Armageddon - Spawn
- Arx Fatalis*
- Azurik: Rise of Perthia

B = 02

- Baldur's Gate: D. Alliance 2*
- Baldur's Gate: Dark Alliance
- Batman: Dark Tomorrow
- Batman: Rise of Sin Tzu
- Battle Engine Aquila
- Battlegrounds, M.Gathering
- Blade 2
- Blinx: The Time Sweeper
- Blood Omen 2
- Blood Wake
- BloodRayne
- BlowOut
- BMX XXX
- Broken Sword 3: S. Dragon
- Bruce Lee: Quest Dragon
- Brute Force
- **Buffy 2: Chaos Bleeds**
- Buffy The Vampire Slayer
- Burnout
- Burnout 2 Point of Impact

C = 03

- Castle Wolfenstein, Ret. to
- Champ. Manager '01/02
- Championship Manager '02
- Chase: Hollywood Stunt Dr.
- Club Football
- Colin McRae Rally 4
- Commandos 2
- Conflict: Desert Storm
- Conflict: Desert Storm 2
- Counterstrike
- Crash
- Crash B'coot: Wr. of Cortex
- Crash Nitro Kart
- Crimson Sea
- Crimson Skies

D = 04

- Dakar 2
- Dark Alliance, Baldur's Gate
- Dark Angel, J. Cameron's
- Dead or Alive 3
- Dead or Alive Volleyball
- Desert Storm
- Desert Storm 2
- Deus Ex: Invisible War
- Die Hard: Vendetta
- Dino Crisis 3
- Dungeon & Dragons:Heroes
- Dynasty Warriors 4

E = 05

- Elder Scrolls: Morrowind
- Emperor's Tomb
- Enclave
- Enter the Matrix
- Evil Dead: Fist. of Boomstick

F = 06

- F1 2002
- Fellowship of the Ring
- FIFA 2003
- FIFA 2004
- Finding Nemo
- Freaky Flyers
- Freedom Fighters
- Frogger Beyond
- Frontline, Medal of Honor
- Futurama

G = 07

- Genma Onimusha
- Ghost Recon
- Ghost Recon:Island Thunder
- Gladius
- Global Strike Team - SWAT
- Goblin Commander
- Gotham Racing
- Gotham Racing 2
- Grabbed by the Ghoulies
- Grand Theft Auto 3
- **Grand Theft Auto: V. City**
- Great Escape
- Group S Challenge
- GT 2002
- Gun Metal

H = 08

- **Halo**
- Harry Potter & Ch.of Secrets
- Harry Potter: Quidditch Cup
- Hit & Run, The Simpsons
- Hitman 2: Silent Assassin
- Hobbit
- House of the Dead 3
- **Hulk**
- Hunter: The Reckoning

I = 09

- Indiana Jones: Emp.'s Tomb
- Indycar Series
- Invisible War, Deus Ex
- Italian Job: L.A. Heist

J = 10

- James Bond 007: Nightfire
- James Bond: Agent Under F.
- James Bond: E. or Nothing*
- Jedi Knight 2: Jedi Outcast
- Jedi Knight: Jedi Academy
- Jet Set Radio Future
- Judge Dredd:Dredd v Death
- Jurassic Park: Op. Genesis

K = 11

- Knights of the Old Republic
- Kung Fu Chaos

L = 12

- L.A. Heist, The Italian Job
- Leg. of Kain: Blood Omen 2
- Legends of Wrestling 2
- Links 2004
- LMA Manager 2003
- Lord of the Rings: F. of Ring
- Lord of the Rings: R.of King
- Lord of the Rings: T. Towers

M = 13

- Mace Griffin: Bounty Hunter
- Madden NFL 2002
- Madden NFL 2003
- Madden NFL 2004
- Mafia
- Magic & Steel
- Magic Gathering Battlegr'nd
- Man of Steel, Superman
- Marvel vs Capcom 2
- Mat Hoffman's Pro BMX 2
- Matrix, Enter the
- Max Payne
- Max Payne 2
- MechAssault
- Medal of Honor Frontline
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- Men of Courage
- Mercedes Benz Racing
- Metal Arms:Glitch in System
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- Micro Machines
- Midnight Club 2
- Mike Tyson Boxing
- Minority Report
- Mission Impossible:O.Surma
- Mission to Earth
- Mortal Kombat: Deadly All.
- Moto GP
- Moto GP2: U.R.T.
- MTV's Celebrity Deathmatch
- Munch's Oddysee
- MX Superfly
- Myth of Demons, Otogi

N = 14

- NBA Live 2004
- Need for Speed Undergr'nd
- Night Caster
- Nightfire

O = 15

- Obi Wan, Star Wars
- Oddworld Munch's Oddysee
- Off Road Wide Open
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- Outlaw Golf
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P = 16

- Panzer Dragoon Orta
- PGA Tour 2004
- Pirates of the Caribbean
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- Project Gotham Racing
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R = 18

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- **Rainbow Six 3**
- Rally Fusion
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- Robot Wars: Extr.Destruction
- Rocky
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- Rolling

S = 19

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- Sega GT 2002
- Serious Sam
- Shenmue 2
- Silent Hill 2: Inner Fears
- Simpsons: Hit & Run
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- Sims
- Sims: Bustin' Out
- Soldier of Fortune 2
- Soul Calibur 2
- **Spawn: Armageddon**
- Speed Kings
- Spiderman The Movie
- **Splinter Cell**
- SSX 3
- SSX Tricky
- Star Wars: Clone Wars
- Star Wars: Jedi Academy
- Star Wars: Jedi Knight 2
- Star Wars: Knights Old Rep.
- Starsky & Hutch
- Streets of L.A: True Crime
- SWAT: Global Strike Team

T = 20

- Tao Feng: Fist of Lotus
- Taz Wanted
- Terminator 3 R.of Machines
- Terminator: Dawn of Fate
- The Fellowship of the Ring
- The Great Escape
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- The Italian Job: L.A. Heist
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- X-Men 2: Wolverine's Rev.
- Xtreme Beach Volleyball

Y = 25

- Yager

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- 007 Nightfire

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Alex Ferguson's P. Manager
Aliens vs Predator:Extinction
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American Pro Trucker
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Army Men RTS
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Atlantis 3: New World
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ATV Quad Racing 2
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Backyard Wrestling
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Bass Strike
Batman Vengeance
Batman: Rise of Sin Tzu
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Defiance: Legacy of Kain
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Disney's D. Duck Quack Att.
Disney's Dinosaur
Disney's Extreme Skate Adv.
Disney's Kingdom Hearts
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Ghost Recon
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Headhunter
Herdy Gerdy
Here Comes The Pain
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High Heat Baseball 2003
Hitman 2: Silent Assassin
Hoodlum Havoc
Hot Shots Golf 3
Hot Wheels: Velocity X
HSX: Hypersonic Xtreme
Hulk
Hunter: Reckoning Wayward

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Incredible Hulk
Indiana Jones: Emp.'s Tomb
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Inter. Superstar Soccer 3
Inter. Winter Sports 2002
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ISS Pro Evolution
Italian Job: L.A. Heist*

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James Cameron Dark Angel
Jedi Star Fighter
Jekyll & Hyde
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Jikkyou World Soccer 2001
Johnny Moseley Mad Trix
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Kengo: Master of Bushido
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King of Fighters 2000
King of Route 66
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Leg. of Kain: Soul Reaver 2
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Lego Drome Racers
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Loony Tunes Space Race
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
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Mercedes Benz Racing
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Metal Gear Solid 2: Subst.
Micro Machines
Midnight Club
Midnight Club 2
Mike Tyson Boxing
Millionaire
Minority Report
Mission Impossible:O.Surma
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MLB Slugfest 2003
MLB Slugfest 2004
Mobile S.Gundam:F.vs Zeon
Mobile S.Gundam:Zeonic F.
Mobile Suit Gundam
Monkey Island, Escape from
Monster Jam Max. Destruct.
Mortal Kombat: Deadly All.
Moto GP
Moto GP 2
Moto GP 3
Mr Golf
MTV's Celebrity Deathmatch
Mummy Returns
Music 3000
MVP Baseball 2003
MX 2002
MX Rider
MX Superfly
Mystic Heroes

N = 14
NASCAR Thunder 2002
NASCAR Thunder 2003
NASCAR: Dirt to Daytona
Naval Ops:Warship Gunner
NBA 2K3
NBA Jam 2004
NBA Live 2003
NBA Live 2004*
NBA Starting Five
NBA Street Volume 2
NBA Tonight 2002
NBA Tonight, ESPN
NCAA Football 2003
NCAA Football 2004
Need for Speed Undergr'.
Need for Speed: H.Pursuit 2
NFL 2001
NFL 2002
NFL 2003
NFL 2004
NFL 2K2
NFL Blitz 2002
NFL Blitz 2003
NFL Gameday 2002
NFL Gameday 2004
NFL Primetime 2002
NFL Street
NHL 2003
NHL 2004
Nightfire
No One Lives Forever

O = 15
Off Road Fury
Off Road Wide Open
Oni
Onimusha Blade Warriors
Onimusha: Warlords
OO7 Agent Under Fire
OO7 Nightfire
Op. Genesis, Jurassic Park
Operation Winback
Operative, N.O.L.F.

P = 16
Pac-Man World 2
Paris-Dakar Rally 2
Penny Racers
Pitfall Harry
Player Manager 2001
Player Manager 2002
Pool Master: Q-Ball
Powerpuff Girls: R.Rampage
Premier Manager 2002
Pride Fighting Champion.
Primal
Prince of Persia: S. Time
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Evolution Soccer 3
Pro Rally 2002
Project Eden
Project Zero
Project Zero 2
Pryzm: The Dark Unicorn

Q = 17
Q-Ball: Billiards Master
Quack Attack
Quest for DragonBone Staff

R = 18
Racer Revenge
Raging Breath
Ratchet and Clank
Ratchet and Clank 2
Rayman 2: Revolution
Rayman 3
Rayman M
Real Pool
Red Faction
Red Faction 2
Reign Of Fire
Res. Evil Code Veronica X
Resident Evil: Dead Aim
Return of the King
Return to Castle Wolfenstein
Ricky Carmichael's MX 2002
Riding Spirits
Roadkill
Robot Wars
Robotech: Battlecry
Rocket Power Beach Bandits
Rocky
Rom. of Three Kingdoms 7
Rom. of Three Kingdoms 8
RTX Red Rock
R-Type Final
Rugby 2004
Rugby League (Super Lgue.)
Run Like Hell
Rygar Legendary Adventure

S = 19
S'bob S'pants: Bikini Bottom
S'Bob S'Pants: R.F.Dutchman
Scooby Doo: Night of 100 F.
Scorpion King
Secret W. Over Normandy
Seek and Destroy
Seven Blades
Shadow Hearts
Shadow of Memories
Shadow Of Zorro
Shadowman 2
Shaun Palmer Snowboarder
Shinobi
Shox
Silent Hill 2
Silent Hill 3
Silent Scope 2
Silent Scope 3
Simpsons: Hit & Run
Simpsons: Skateboarding
Sims
Sims: Bustin' Out
Sly Racoon
Smackdown! 3: Just Bring It
Smackdown! 4: S.Y.Mouth
Smackdown! 5: H.C.T.Pain
Smugglers Run
Smugglers Run 2
SOCOM 2: US Navy Seals
SOCOM: US Navy Seals
Soldier of Fortune
Sonic Heroes*
SOS: The Final Escape
Soul Calibur 2
Soul Reaver 2
Spawn: Armageddon
Speed Kings
Spiderman The Movie
Splashdown 2: Rides G.Wild
Splinter Cell
Spy Hunter
Spy Hunter 2
Spyro: Enter the Dragonfly
SSX 3
SSX Snowboarding
SSX Tricky
Star Trek: Elite Force
Star Wars: Bounty Hunter
Star Wars: Jedi Starfighter
Star Wars: Racer Revenge
Star Wars: Star Fighter
Starsky & Hutch
State of Emergency
Street Hoops
Streets of L.A: True Crime
Stuntman
Sum of All Fears
Summer Heat Volleyball
Summoner
Summoner 2
Super Bust A Move
Super Farm
Super League Rugby Lgue.
Superman: Sh. of Apokolips
SWAT: Global Strike Team
Syberia

T = 20
Tarzan Freeride
TD Overdrive
Tekken 4
Tekken Tag Tournament
Tenchu: Wrath of Heaven
Tennis 2K2
Terminator 3 R.of Machines
Terminator: Dawn of Fate
Test Drive: Wide Open
The Bouncer
The Fellowship of the Ring
The Getaway
The Great Escape
The Hulk
The Italian Job: L.A. Heist
The Mark of Kri
The Matrix
The Mummy Returns
The Return of the King
The Scorpion King
The Simpsons: Hit & Run
The Sims
The Sims: Bustin Out
The Thing
The Two Towers
Theme Park World
Thirteen (XIII)
This is Football 2002
This is Football 2003
Thunderhawk: Op. Phoenix
Tiger Woods Golf 2001
Tiger Woods Golf 2002
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Crisis 2
Time Crisis 3
Time Splitters
Time Splitters 2
TOCA Race Driver
Tom & Jerry: War of Whisk.
Tom Clancy's Ghost Recon
Tom Clancy's Jungle Storm*
Tom Clancy's Splinter Cell
Tom Clancy's Sum of Fears
Tomb Raider: Angel of D.
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Top Gun: Combat Zones
Total Club Manager 2004
Total Immersion Racing
Transworld Surf
Treasure Planet
True Crime: Streets of LA
Turok, Evolution
Twin Calibre
Twisted Metal Black
Ty the Tasmanian Tiger

U = 21
Ulti. F. Champ: Throwdown
US Navy Seals, SOCOM

V = 22
Vampire Apocalypse
Vampire Night
Vice City, Grand Theft Auto
Virtua Fighter 4: Evolution
Virtua Tennis 2
V-Rally 3

W = 23
Wakeboarding Unleashed
War of the Monsters
War on Terror
Warhammer: Fire Warrior
Warlords (Onimusha)
Warriors of Might & Magic
Way of the Samurai
Way of the Samurai 2
Weakest Link
Wetrix 2
Whirl Tour
White Out
Wild Arms 3
Winback
Winning Eleven 6
Winter Games: Snowboard.
Winter Sports 2002
Wipeout Fusion
Wolfenstein,Return to Castle
Wolverine's Revenge
World Champ. Snooker '03
World Cup 2002
World Racing, Merc. Benz
World Rally Champ.2 Extr.
World War2:Prisoner of War
Worms 3D
Worms Blast
Wrath of Cortex
Wrath of Heaven
WRC: World Rally Champ.
Wreckless: Yakuza Mission
WWE Crush Hour
WWE Smackdown! 3: J.B.I.
WWE Smackdown! 4: S.Y.M.
WWE Smackdown! 5: HCTP

X = 24
X-Files: Resist or Serve*
XGRA
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
Xtreme G3

Y = 25
Yu-Gi-Oh! Duel Monsters 2
Yu-Gi-Oh! Duellists of Roses

Z = 26
Zapper
Zone of Enders: 2nd Runner
Zorro, Shadow of

0-9 = 27
007 Agent Under Fire
007 Nightfire
102 Dalmatians
13 (XIII)
18 Wheeler
2002 FIFA World Cup
7 Blades

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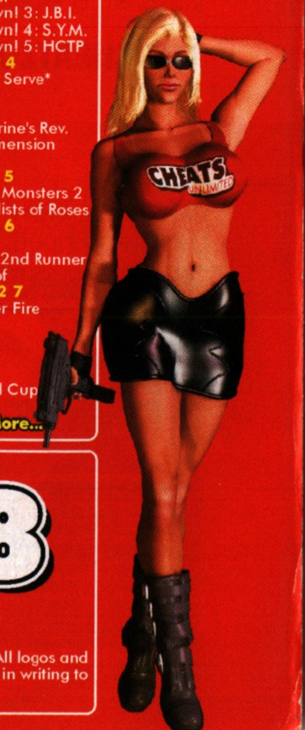


WELCOME TO CHEATZONE

MORE GUIDES... MORE CHEATS...

Phew. We thought we were going to be playing *Medal Of Honor* and *Need for Speed Underground* for the rest of the year. Not, you understand, that that would have been a bad thing. Far from it. Both are outstanding games, which we've managed to squeeze every last drop from, but they've been at the top of the charts for months, and we were starting to worry the next round of big games might not arrive.

But they have. And how.

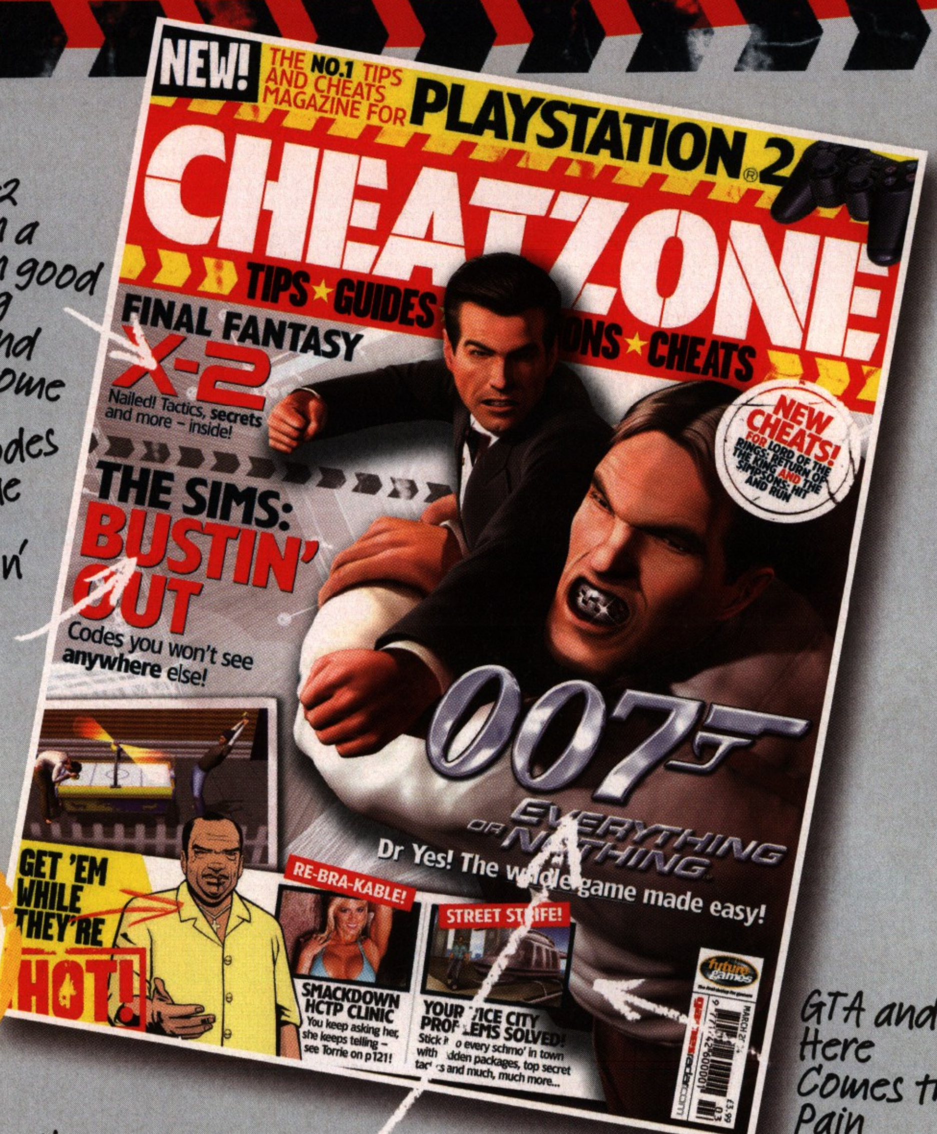
Everything Or Nothing is a cheek-clenchingly good stab at all things Bondian, out – if you're reading this on or about 11th February – in two weeks time. We've got the first guide... but crucially, we haven't spoilt it all for you. Next month we'll have every... last... secret...

FINAL-LY HERE

The other biggie this issue is *Final Fantasy X-2*. So huge is it that we couldn't fit the whole guide into one issue. Which is why we've kickstarted your *FFX-2* time this month with an Act One guide – see it all, do it all, get the T-Shirt. And next month: more acts, more secrets, more guides. Oh, and we haven't even mentioned our *Medal Of Honor* and *NFS: Underground* guides, eh? Er, except now we have.

THE CHEATZONE TEAM

WE DELIVER THE BEST GUIDES EVERY MONTH!


NEW!
THE NO.1 TIPS AND CHEATS MAGAZINE FOR PLAYSTATION 2
CHEATZONE
TIPS ★ GUIDES ★ ...ONS ★ CHEATS
FINAL FANTASY X-2
Nailed! Tactics, secrets and more – inside!
THE SIMS: BUSTIN' OUT
Codes you won't see anywhere else!
NEW CHEATS! FOR LORD OF THE RINGS: RETURN OF THE KING AND THE SIMPSONS: HIT AND RUN
007 EVERYTHING OR NOTHING
Dr Yes! The whole game made easy!
GET 'EM WHILE THEY'RE HOT!
RE-BRA-KABLE!
SMACKDOWN HCTP CLINIC
You keep asking her, she keeps telling – see Torrie on p121!
STREET STRIFE!
YOUR VICE CITY PROBLEMS SOLVED!
Stick it to every schmo' in town with hidden packages, top secret tactics and much, much more...
MARCH 2004 £3.99

FFX-2 given a damn good seeing to... and then some

New codes for The Sims: Bustin' Out!

Everything or Nothing? How about EVERYTHING?

GTA and Here Comes the Pain clinics!

SO WHO ARE WE?

We're men. We're under 30. Er, apart from Cundy and Hood. Especially Hood. He's 33.

MATT CUNDY
With his 'look at me, I can do algebra' glasses, and 'look at me, I drink meths' beard, Matt is both a mathematician and a tramp – a trampatician, if you will.

TOM MAYO
Also sporting what may or may not turn out to be a beard, Tom has had loooong nights of *FFX-2* to deal with. Still, never going to bed means he's now never late.

STEVE CUN'WORTH
Larry Flynt-styled wideboy Steve was distracted during the taking of this photograph. Someone was hovering suspiciously close to his Razzle collection.

RICHARD HOOD
Hoody spent the month listening to someone called Rod Stewart on his headphones. No, seriously. Apparently, he was very popular in the Seventies.

TIM WEAVER
Looks busy, right? Ahahahahahahahahah ahahahahahahahahahahahahahahahahaha hahahahahahahahahahahahahahahahah ahahahahahahahahahaha. Yeah, nice one.

12,000 CODES

More cheats than any other mag!

OVER 12,000 CODES FOR PS2
CHEATZONE
A TO Z
007 NIGHTFIRE
BURNOUT 2: POINT OF IMPACT

084 A TO Z

Twelve thousand cheats. Twelve THOUSAND. That's a lot of PS2 cheats. Plus, first reader Top Five's splashed about.

WRITE TO US **CHEATZONE**, 30 MONMOUTH ST, BATH, BA1 2BW **EMAIL US** CHEATZONE@FUTURENET.CO.UK

THE BIG GAMES THIS MONTH

MORE PAGES THAN ANY OTHER MAG ON THE HOTTEST NEW GAMES...

012 MAX PAYNE 2: THE FALL OF MAX PAYNE

Every level taken down. Every secret gutted and hung out to dry. Every part of Payne's latest given the treatment it deserves. Inside.

028 SMACKDOWN! HERE COMES THE PAIN

Unbelievable value! Mayo keeps playin' it and we keep digging out nuggets of gaming gold. This time: every unlockable revealed.

034 ROGUE OPS

The only guide worth bothering about. The rest we shove two fingers up at. Rude, eh?

038 PRO EVOLUTION SOCCER 3

Free kick masterclass from Steve 'Best' Cunningsworth. Plus special moves, tricks, and maybe treats.

044 NEED FOR SPEED UNDERGROUND

Booyah! It turns out Cundy *hasn't* been doing BA all month – he's actually been constructing the world's most comprehensive customising guide. It's all in there.

052 CASTLEVANIA

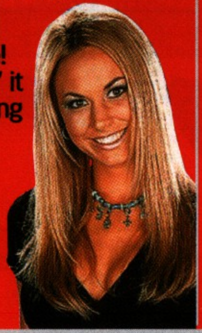
Draculaid to rest. Finished. Done.

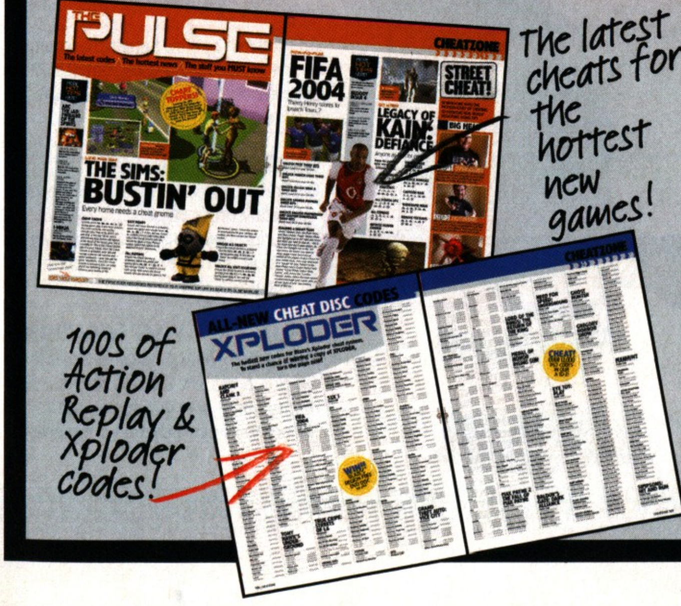
056 JAMES BOND EVERYTHING OR NOTHING

Get through the game without even breaking a sweat. That's what we're promising this month. And, dammit, we're delivering too.

066 MEDAL OF HONOR RISING SUN

Steve returns like a monster from a sub-standard horror movie – perhaps The Evil Croaky-Voiced Excuse Machine. Still, at least he's done a Replay guide to *Rising Sun*.




PULSE
CHEATZONE
FIFA 2004
STREET CHEAT!
LEGACY OF KAIN: DEFIANCE
THE SIMS: BUSTIN' OUT
ALL-NEW CHEAT DISC CODES
XPLODER

The latest cheats for the hottest new games!

100s of Action Replay & Xploder codes!

Seen this...?
#3
STUFF YOU SHOULD HAVE DONE IN...
NEED FOR SPEED UNDERGROUND
ROUTE PLANNER
CHEATZONE
GRAND THEFT AUTO
I'M STUCK ON GTA

The only place to get your GTA answers!

Shortcuts nailed in NFS: Underground!

THE PULSE

The latest codes / The hottest news / The stuff you MUST know

MORE HOT TIPS HERE!

ARC THE LAD: TWILIGHT OF THE SPIRITS

UNLOCK CHOCO
Win the 30 round arena trial in Rueloon (Darc's Storyline).

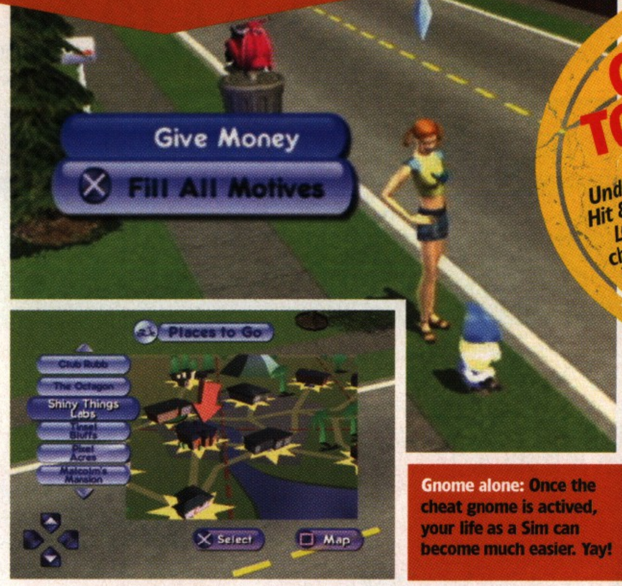
UNLOCK DIEKBECK
Win the 30 round arena trial in Cathena (Kharg's Storyline).

NEW GAME+ MODE
Complete the game to unlock a New Game+ option at the title screen. If you select this option and play as Kharg, you begin with a King Statuette, 999 Spirit Stones, 3 Diamond Coatings and 100,000 G. If you play as Darc, you begin with a Romantic Stone, 999 Spirit Stones, 3 Diamond Coatings, 10 Bountiful Fruit, 50 Dilzweld Bombs and 100,000 G.

I-NINJA

UNLOCK BATTLE ARENA
Obtain all the grades to win the Master Grade.

Look here for 'interesting' facts!



Gnome alone: Once the cheat gnome is actived, your life as a Sim can become much easier. Yay!

CHART TOPPERS! Looking for NFS: Underground, The Simpsons: Hit & Run, MOH: Rising Sun or LOTR: Return Of The King cheats? You'll find them all in our A To Z, starting on page 84. Bonzer!

LIFE AND SIM

THE SIMS: BUSTIN' OUT

Every home needs a cheat gnome.

CHEAT GNOME

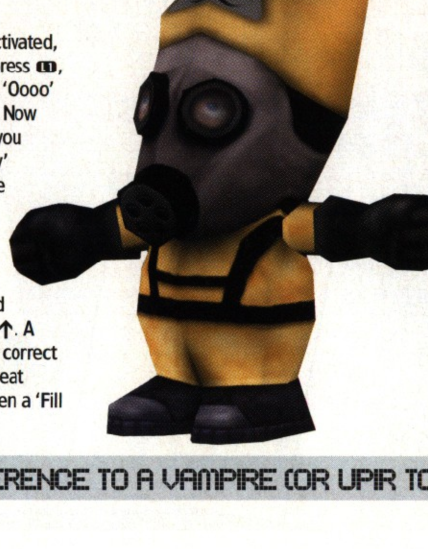
Quickly press R2, L1, R1, L2, ←, ◎ during game play. If you have entered the code correctly and quickly enough (you have to be quick) you will hear a Sim say 'Oooo' and a shimmering blue gnome will appear at the front of the house your Sim is currently in. This is the Cheat Gnome and it is your friend. Once the Cheat Gnome is activated, your Sim will receive a phone call everday and – when answered – your Sim will be given Simoleons. Once the Cheat Gnome is activated, you can enter any of the following cheats to enhance your quality of life.

EASY MONEY

Ensure the Cheat Gnome is activated, pause the game and quickly press L1, R2, →, ⊡, L3. A Sim will say 'Oooo' to confirm correct code entry. Now select the Cheat Gnome and you should be given a 'Give Money' option. Select this option to be awarded 10,000 Simoleons.

FILL MOTIVES

Ensure the Cheat Gnome is activated, pause the game and quickly press L2, R1, ←, ◎, ↑. A Sim will say 'Oooo' to confirm correct code entry. Now select the Cheat Gnome and you should be given a 'Fill All Motives' option. Select this option to automatically fill your motives. All motives are filled except the 'Room' motive.



UNLOCK ALL OBJECTS

Ensure the Cheat Gnome is activated. Quickly press L2, R2, ↑, △, L3 during game play. A Sim will say 'Oooo' to confirm correct code entry.

UNLOCK ALL VISIT LOCATIONS

Ensure the Cheat Gnome is activated. Quickly press R2, R3, L3, L2, R1, L1 during game play. A Sim will say 'Oooo' to confirm correct code entry.

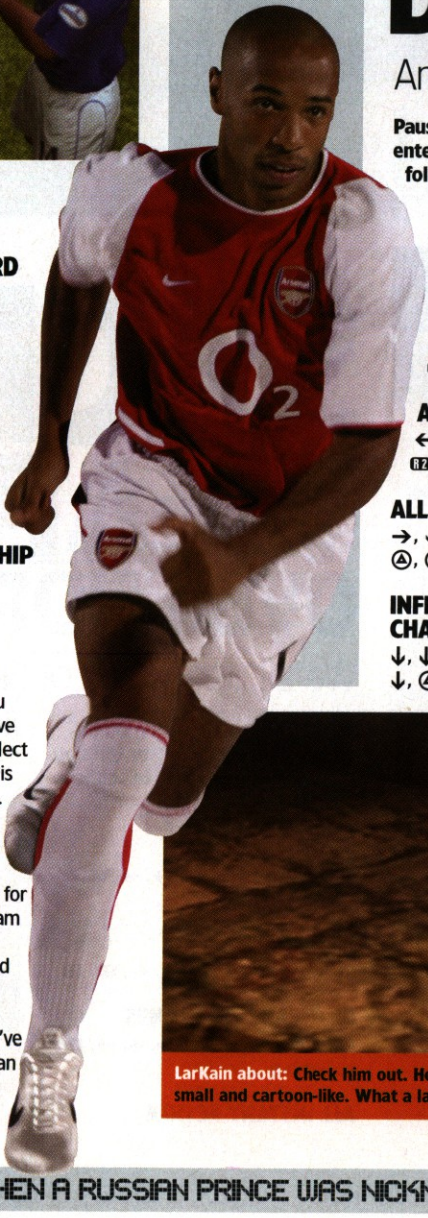
DID YOU KNOW? → THE FIRST EVER RECORDED REFERENCE TO A VAMPIRE (OR UPIR TO GIVE IT ITS OLDE WORLDE

FIFA-FO-FUM

FIFA 2004

Thierry Henry scores for Ipswich Town...?

Tractor beam: Henry and Zidane celebrate playing for Ipswich.



UNLOCK MOST THIRD KITS
Attain Level 5 in your EA Bio.

UNLOCK FRENCH LIGUE THIRD KITS
Attain Level 10 in your EA Bio.

UNLOCK ITALIAN SERIE A THIRD KITS
Attain Level 20 in your EA Bio.

UNLOCK SPANISH PRIMERA THIRD KITS
Attain Level 30 in your EA Bio.

UNLOCK ENGLISH PREMIERSHIP AND GERMAN BUNDESLIGA THIRD KITS
Attain level 40 in your EA Bio.

BUILDING A DREAM TEAM
Select 'Options' from the Main Menu and then choose 'Player Swaps'. Move the highlight bar to the right and select the team you want to play as – this is the team that you'll swap players to. Move the highlight bar to the left and select the team/s you want to swap players from. Once you've added all the players of your choice for your dream team, save your new team as a 'Squad' file type. Return to the Main Menu, select 'Game Modes' and choose 'Career Mode'. Select 'New Career' and choose the 'Current Squads' option. Select the team you've created and begin your career with an all-star team of your own making. Back of the net.

MORE HOT TIPS HERE!

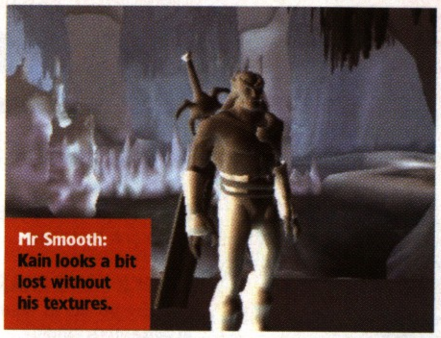
You should now find the Battle Arena unlocked in Robot Beach.

BLOODY ROAR 4

UNLOCK DRAGON RYOHO
Accumulate 100,000 DNA points in Career Mode.

UNLOCK KOHRYU
Accumulate 30,000 DNA points in Career Mode.

UNLOCK LONG
Accumulate 5,000 MAX DNA points in Career Mode.



Mr Smooth: Kain looks a bit lost without his textures.

GO KAIN!

LEGACY OF KAIN: DEFIANCE

Anyone as-Kain for cheats?

Pause the game and enter any of the following cheats.

INVINCIBILITY
↑, ↓, →, ↓, R1, R2, ↓, △, L1

MAX STATS
←, →, ←, →, R1, L1, ◎, △, ↓

ALL POWER-UPS
←, ←, ↑, ↑, L1, R2, ◎, ↓, △

ALL COMBOS
→, ↓, ↑, ↓, ↓, R1, △, ◎, ↓

INFINITE REAVER CHARGE
↓, ↓, ↑, ←, R1, R2, ↓, △, ◎

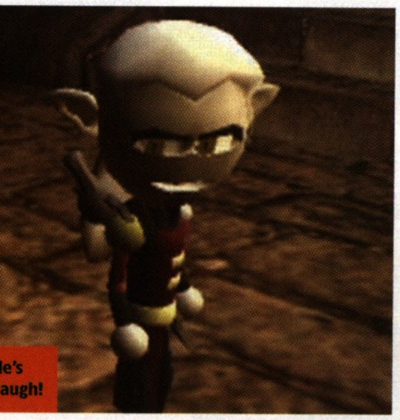
UNLOCK DARK CHRONICLES
R1, ↓, R2, L1, →, R2 △, ↓, L1

UNLOCK BONUSES
R2, ↓, L2, R1, ←, L2, ↓, L1, △

CARTOON KAIN
↑, ↓, ↑, ↓, R1, R2, ↓, ◎, △

WIREFRAME MODE
L1, ↓, L1, ↑, R1, L2, L1, ↓, △

REMOVE TEXTURES
L1, ↓, R2, →, R2, ↑ △, L1, ↓



LarKain about: Check him out. He's small and cartoon-like. What a laugh!

STREET CHEAT!

IN WHICH WE APPLY THE METHODOLOGY OF CHEATING TO EVERYDAY, REAL WORLD SITUATIONS. USING TOM.

03 BIG HEAD

STEP 1 OVERLOADED

Idiot savant Mayo is concerned – his brain can't absorb any more RPG trivia and he hasn't even scratched the surface of *FFX-2* yet. No probs. Mayo inputs a code. Big head = big brain.

STEP 2 DISTURBING

Wahey! Check him out. Mayo's head is growing, as is his capacity to absorb everything he could ever need to know about Mythril Gloves and Crimson Rings. He's happier than a bear in Honey Land.

STEP 3 BRAIN TO SEE

Mayo's melon didn't stop growing and now all those RPG factoids are splattered over the walls. The mind is a terrible thing to waste...

NEXT MONTH...

WHAT HORRIBLE LIFE ENDING MISHAP WILL BEFALL THE MAYO-BEAR NEXT?

NAMED WAS IN 1047 WHEN A RUSSIAN PRINCE WAS NICKNAMED UPIR LICHY, OR WICKED VAMPIRE. TRY THAT ON FOR SIZE.

THE C-FILES

We unearth real life cheats and tell the world how they conned the, er, world.

SUBJECT: THE AMITYVILLE HORROR

On November 13, 1974, Ronald DeFeo Jr shot dead six members of his family while they slept in their Amityville home. George and Kathy Lutz, along with their three children, moved into the house the following year. They stayed for 28 days before fleeing with heavily soiled pants, claiming that Beelzebub had driven them out. Their brief house-share with the sinister forces of Hell was documented in a bestselling book – *The Amityville Horror: A True Story*, and was followed by a movie of the same name. The World crapped itself with fright. Curiously, when the house was inhabited again the new residents reported not so much as a bump in the night. Turns out that the only demonic spirit was inside the Lutz's drinks cabinet – a tidy amount of which was consumed when George Lutz and William Weber (who was Ronald DeFeo's attorney) concocted the entire story themselves.

VERDICT:

The perpetrators of the story may have exploited a massacre, but it certainly made their crock of balony believable. Weber said of their work of fiction, "We were creating something the public wanted to hear about." And he was right.

CRASH! BANG! WALLOP!

CRASH NITRO KART

Some unlockable car-acters...

UNLOCK DINGODILE
Obtain one Red Gem.

UNLOCK FAKE CRASH
Get 50+ boosts as Team Cortex in Adventure Mode.

UNLOCK N. TROPHY
Defeat all N. Trophy ghost racers in Race Time-trial Mode.

UNLOCK POLAR
Obtain one Blue Gem.

UNLOCK PURA
Get 50+ boosts as Team Bandicoot in Adventure Mode.

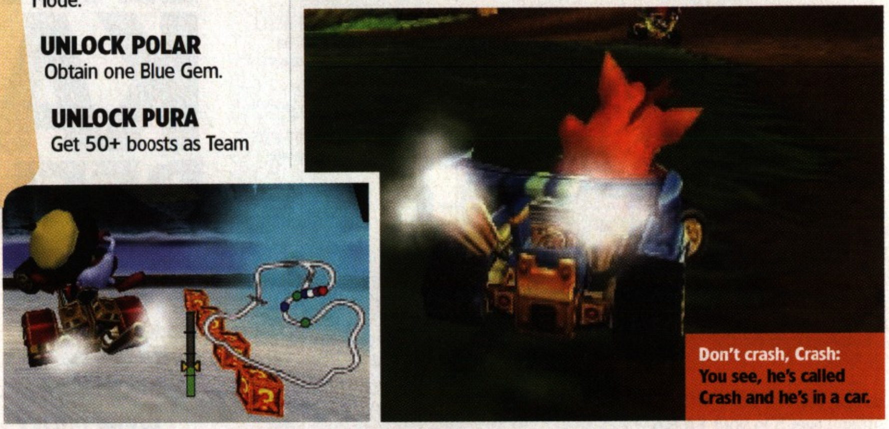
UNLOCK REAL VELO
Obtain two Scepters.

UNLOCK ZAM
Obtain one Purple Gem.

UNLOCK ZEM
Obtain one Green Gem.

UNLOCK HYPER SPACEWAY TRACK
Finish in first place in all Adventure Mode races, including each of the Boss races.

TERRA DROME TRACK
Obtain all the Purple Tokens in Adventure Mode.



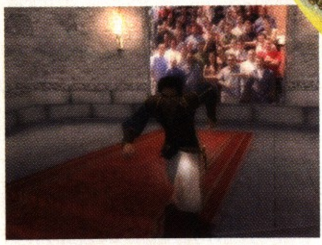
Don't crash, Crash: You see, he's called Crash and he's in a car.

JOE ROYAL

PRINCE OF PERSIA: THE SANDS OF TIME

Time on your hands? Try this...

SECRET LEVEL
Start a new game, but don't move from the balcony where you begin. Press and hold L3 and press ⊗, ⊡, ◬, ◎, ◬, ⊗, ⊡, ◎. You will now enter a secret level, which is a 3D version of the first level from the original *Prince Of Persia*. However, the level hasn't been completed, so it cannot be, er, completed.



MORE HOT TIPS HERE!

UNLOCK SHINA
Accumulate 10,000 MAX DNA points in Career Mode.

UNLOCK URANUS
Accumulate 50,000 DNA points in Career Mode.

DRAGON BALL Z: BUDOKAI 2

UNLOCK VEGETA
Defeat Vegeta with Goku on Namek in Dragon mode.

UNLOCK FUTURE TRUNKS
Defeat Vegeta with Kid Trunks on Namek in Dragon mode.

UNLOCK FRIEZA
Defeat Frieza with Goku in Dragon mode.

FLYING TONIGHT

SECRET WEAPONS OVER NORMANDY

We all need a bit of Normandy wisdom.

Enter any of the following cheats at the Title screen. A voice will say, "Secret code accepted" to confirm correct entry.

INVINCIBILITY
↑, ↓, ←, →, ←, ←, →, →, L1, L1, R1, R1, L2, R2

UNLIMITED AMMO
↑, →, ↓, ←, ↑, →, ↓, ←, L1, R1

BIG HEADS ON PLANES
→, ↑, ←, ↓, →, ↑, ←, ↓, →, L1, R1, L1, R1

ALL INSTANT ACTION

MISSIONS
↑, ↓, ←, →, L1, R1, L1, R1

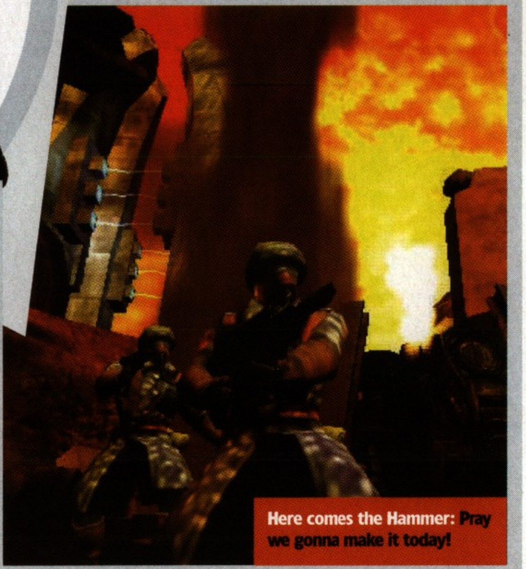
Laughtwaffe: Stick it up Jerry with a big head on your plane. They'll never spot you looking like this. Er, right?

DID YOU KNOW? ➔ STAR OF THE FILM THE AMITYVILLE HORROR, MARGOT KIDDER, PLAYED LOIS LANE IN SUPERMAN.

MISSING SOMETHING?
WITHOUT PIGGYBACK
piggyback

SHERLOCK HOMES

THE PUSHERMAN THAT'S PEDDLING VIDEO GAME NANDROLONE.



Here comes the Hammer: Pray we gonna make it today!

Q1 CAN I HAVE SOME CHEATS FOR WARHAMMER 40,000: FIRE WARRIOR?

BENJAMIN GALE VIA EMAIL

What's up with this war hammer business? While the grunts in flaks are busy droppin' the necessary, you're going to be livin' large like my man Handy Andy and nailin' up dado rail to enemy sandbags. If the hoodoo juice was on me I'd be packing a nine with infra-reds and nanoballistics. BOO YAA. Anyway, it's baggy crotch hammer time...

HARD DIFFICULTY SETTING
Complete the game on Normal difficulty.
LEVEL SELECT
Complete the game on Easy/Normal/Hard to unlock Easy/Normal/Hard level select.
CHOOSE LEFT WEAPON
Complete game on Hard difficulty with 'A' ranking on every level.
UNLIMITED AMMO
Complete game on Normal difficulty with 'A' ranking on every level.
UNLIMITED GRENADES
Complete game on Hard difficulty with 'B' ranking on every level.
UNLIMITED HEALTH
Complete game on Hard difficulty with 'C' ranking on every level.
UNLIMITED SHIELD
Complete game on Hard difficulty.

Bootylicious: Mammy-Two-Shoes was all the way live. Mad props to her big ol' butt. Shake your thang.

Q2 DO YOU HAVE ANY TOM AND JERRY: WAR OF THE WHISKERS CHEATS PLEASE?

KIERON BLAKE NORFOLK

Back in the day, Mammy-Two-Shoes was all like, "I'm da queen of royal badness in this crib, Thomas, and if you don't catch dat mouse you outta dis joint!" Then Jerry would ram a boom-ball down Tom's drink pipe and cut him in half with some kind of ninja mouse katana madness and it'd be like 'BANG!!!' Then Tom would be bitchin' in the kitchen spillin' the Fridgaire and Mammy-Two-Shoes would bust in and cap Tom with her broom. Then Jerry would be all that with swiss dairy produce up in his face. Supreme laughter all the way to the mouse house.

Unlimited Health
At the title screen: ⊗, ◎, ⊗, △, △, ▣, ◎, △
Unlimited Ammo
At the title screen: ◎, ▣, ◎, △, ⊗, ▣, ⊗, ⊗

WIN STUFF!

HAWK CLOTHING GIVEAWAY

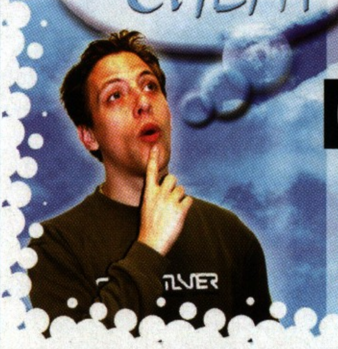
If you like to look dapper when you're popping a Backside Nollie Fray Bentos Face Flip down at the skatepark, then listen up, cos we've got a whole pile of Hawk Clothing goodness to give away. One lucky reader will receive a Hawk Clothing jacket, hoodie, cap, T-shirt, backpack, belt and wallet, while three runners-up will each bag themselves a desirable Hawk Clothing T-shirt.
If you want to win yourself some natty Hawk threads, answer this question:

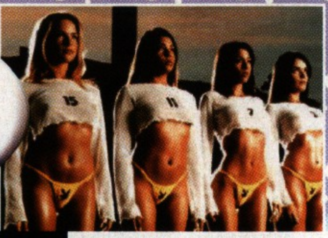
What is the name of the latest Tony Hawk's game?
a) *Tony Hawk's Underground*
b) *Tony Hawk's Undernourished*
c) *Tony Hawk's Underpants*

Send answers to:
Hawk Clothing Compo
Cheatzone, 30 Monmouth Street
Bath, BA1 2BW
Or email: cheatzone@futurenet.co.uk

CHECK OUT THE HAWK CLOTHING WEB SITE AT WWW.HAWKCLOTHING.COM

DREAM CHEAT





02 SEPP BLATTER'S FIFA DREAM TEAM

Just picture it: the Fifa President's visionary womens team, fully playable in EA's next *FIFA* game. Set the weather to 'Extremely Nippy with Heavy Downpours' and execute sliding tackle after sliding tackle. Sopping tops, muddy midriffs and tight shorts. Laddish, juvenile, offensive and quite, quite beautiful. ■

DID YOU KNOW? → JERRY APPEARED WITHOUT TOM IN THE 1945 FILM ANCHORS AWAY. HE DANCED WITH GENE KELLY.

HEADS UP!
SUDDEN DEATH COMES
FROM ABOVE

SAVE POINTS:
SWEET RELIEF

SPECIAL MOVE:
SPIN AND FLIP OFF BRANCH
TO REACH HIDDEN PLATFORM

USE SNIPER SCOPE
TO SPOT ASSASSIN

REVEAL PASSWORD REQUIRED
TO UNLOCK THE NEXT REALM

ONE PATH LEADS TO SAFETY.
THE REST LEAD TO GAME OVER

WITH
PIGGYBACK

COLLECT WEAPON UPGRADE:
ENHANCE YOUR FRAG FACTOR

STEP ON PRESSURE PAD
TO REVEAL SECRET CATACOMBS

WARNING:
INVISIBLE ENEMY WAITING TO POUNCE.
EQUIP INFRA-RED SCOPE AND SPOIL HIS DAY

BURIED TREASURE
OR LETHAL BOOBY TRAP?

piggyback

www.authorisedcollection.com

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THE FACTS: MAX PAYNE ● PLAYERS **ONE** ● MEMORY CARD SPACE **1,138KB** ● DIFFICULTY **MEDIUM** ● COMPLETION TIME **10 DAYS**

MAX PAYNE 2

He's down, but not out. Welcome to a whole new world of Payne...

FIRST AID

How do you keep alive a man who wants to die? These jolly tips might help lift Max's mood.

BEST PLAYED
When you're in a very good mood, or you may end up suicidal.

THE WALKTHROUGH

Join us, as we take a stroll through Max's troubled mind...

PART ONE: THE DARKNESS INSIDE PROLOGUE

It's not the best of starts to a game. Max is dazed and confused in a hospital bed and low on health. Luckily for him (and you), there are two Painkillers in one of the lockers in the left-hand corner of the room (check the middle one).

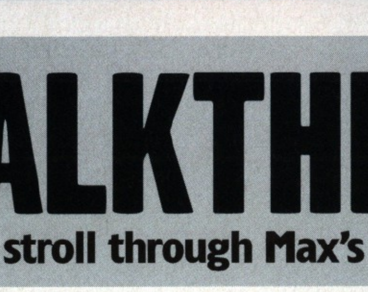
- With a mixture of stumbling around and intermittent flashbacks to previous events, Max finally makes his way through the hospital. When you get to the reception area, look for a red crate containing three more Painkillers (see 1) – you can also answer the phone in the reception booth for a short message. Always check out phones and answering machines when you find them, as they often give you valuable clues to Max's fate.
- You finally get some action in the next room, as there's a fallen security guard on the floor. Use his weapon on the commando that comes looking for you (see 2) and then, after the next flashback, jump into the lift to end this short introduction level.

CHAPTER 1:

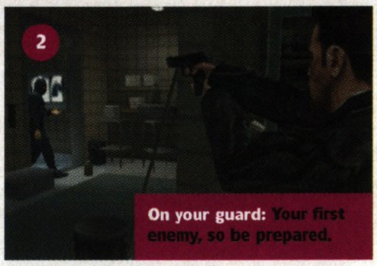
ELEVATOR DOORS

Confusingly, the prologue was an event coming up in Max's future (don't worry, it'll all become clear later in the game), and now we're back in the present moment. Max is back working as a cop for the NYPD, and, after shots are fired at a warehouse, he's called in to investigate...

- From the start, check out the middle black van in the yard (see 3) and, if you open its back doors, you'll find a solitary Painkiller and some 9mm ammo inside. Now head over to the bottom corner and through the gap in the fence. The entrance to the warehouse is around the back, so enter here and follow this level around until you find a TV in the corner and two more Painkillers.
- Continue around and you'll bump into a member of the Squeaky Clean cleaning company who'll get you through a locked door (see 4). Don't trust him, though, as he'll pull a gun as soon as you're through. Another guard quickly appears, so off him too and pick up the ammo that both of them leave behind.
- Kill the next two guards and then you'll come to a staircase. There are a couple of guards at the top (you'll hear them talking) and you can either kill them in the traditional way or shoot the jerry can next to them to blow them up. Either way, head up and into the next room, collect the 9mm ammo in the cupboard here and click on the answering machine for a message from Vlad to Annie (see 5).
- The next area is full of treats, so find the 9mm ammo in the locker (plus some Shotgun ammo in the safe in the corner), and the Painkillers that are in the cupboard next to the gun poster, on the desk to the left of the entrance and on the desk by the light. You're too late to save Annie in the next room (see 6), but, after killing the two guards (and collecting the 9mm ammo and Ingram), you'll find some more Painkillers and, more importantly, the Shotgun and ammo on the desk on the corner.
- You'll have to deal with four more guards now, but you'll have the Shotgun to make things easier for you – and now's also a good time to use Bullet Time. Hide behind the crates in the middle of the next room for the safest place to wait for them. If you're feeling a bit weak, you'll find two more Painkillers and some Shotgun ammo in the lockers here.
- Carry on for your first meeting with Mona Sax from the first *Max Payne* game. Follow her down in



Pill-popping: Jump in the crate to pick up the pills.



On your guard: Your first enemy, so be prepared.

Fast delivery: There are goodies in the back here.

BEAT THIS → COMPLETE PART ONE, CHAPTER SEVEN CONTINUED IN 1:44.54 IN THE NEW YORK MINUTE BONUS

MAX PAYNE 2
THE FALL OF MAX PAYNE
Save

1 SAVING MAX

One frustrating aspect of *Max Payne* is the lack of an auto-save, so try to remember to save at least once a level – try and get into the habit of saving as soon as the stage kicks off. Some of the stages are quite large and difficult, so if you're finding the going tough, don't be ashamed to save your game as often as you want.

2 GETTING SNEAKY

There are two ways to spot the path of an enemy guard. Firstly, listen for the footsteps. If it sounds like he's running, that means you've been spotted. When a guard is on a walkway above you, his shadow will magically go through what he's standing on to the other side. That way you can tell where they are.

3 USE YOUR HEAD

If you've got the time, always try to use headshots to kill the guards. While there's plenty of ammo about, there's also quite a few guards usually knocking about, too, so the quicker you can bump them off, the easier it will be for you. If you get sucked into a firefight your health will drop faster than Kilroy's ratings.

the lift and then, in the final room, kill the last guard and head for the exit in the corner of the warehouse.

CHAPTER 2:
A CRIMINAL MASTERMIND

In this next level, Vlad (another character from the first game) is under attack in his club and you've decided to be his white knight. When the stage kicks off, head around the corner to the right and check the dead body for two Painkillers. Now head up the stairs and arm something powerful, as you've got three more guards to kill. Go around the corner to enter Vlad's office. Firstly, check out the answering machine on his desk for a valuable message, then use the intercom on the right of the room to speak to Vlad directly.

● Keep going up the stairs and, on the next level, you'll meet up with Mike The Cowboy. He'll follow you into battle against the guards and is handy, as he'll zoom on ahead clearing the way for you. You can swap orders with Mike by pressing ◎ when you're up close to him. So pressing it once makes him stay put, while pressing it again makes him follow you.

● Carry on until you reach a room with three guards talking. Go in with Mike and, after you clear the area, you should find loads of ammo and a few Painkillers, too. Take the stairs up at the back of the room and, if you're lucky, Mike will continue on ahead of you and take out the guards in the next two rooms – before, unfortunately, he cops it. There are four more Painkillers in a cabinet to the left on the staircase you take down and, in the next room, you'll have four more guards – two at the top and two at the bottom. But hopefully Mike should've taken care of most of them.

● Take the door on the first level of the metal staircase and watch out for the guard at the end of the room. When you've offed him, look for the green cabinet on the wall behind him for three Painkillers and some handy ammo. Head for the next room armed with something powerful and quickly kill the four guards here (Bullet Time works well here), then look for the Shotgun and ammo on top of the crates on the left side.

● In this final room are a total of seven guards on two levels, so Shootdodge Mode is a must. Kill the guards on the same level as you first, then concentrate on the ones above you. If you keep close to the crates here and use the Shootdodge Mode when things get a little hairy, then you should manage to stay alive. When the guards are all dead, look for the crate in the middle of the room for three Painkillers. Head through the door in the corner of the room and a cut-scene will begin showing Vinnie Gognitti fleeing and a thankful Vlad rescued.

CHAPTER THREE:
THE DEPTHS OF MY BRAIN

Answer the knocking on the door to receive, for some odd reason, a photo of Mona. There's no point exploring this dream sequence too much, as there's nothing to find. Just follow the corridors in Max's apartment block until you go through the door at the bottom and into the mortuary.

● Go up to the open drawer and Mona will slide out on a tray. If you press ◎ when you're next to her, her 'ghost' appears behind you on the table. She's about to tell you a secret when the phone rings, so answer that and then you'll find yourself transported outside in front of a bunch of cops. Do nothing and you'll go to the station's interrogation room, with Winterson and Bravura. Get the gun from the side and kill them both... then it's time to wake up, sleepy boy.

CHAPTER FOUR:
THERE'S NO 'US' IN THIS

Answer the phone in Max's bedroom and then pick up the 9mm ammo in the cabinet in the bathroom if you need it. The chances are, though, that you've moved on to semi-automatics and Shotguns, but it's there if you need it. There's more 9mm ammo in the cupboard in the hallway, along with some Shotgun cartridges, too.

● Mona's gone through the door at the end and it's now locked. Go off to the left to apartment A305, where a sweet little old lady has just blown away one of the guards with a Shotgun. Talk to her and she'll offer you a Shotgun and ammo, but you'll need to press ◎ after she finishes speaking to get her to do it – check out the cupboard to the left of the one with the Shotgun in it for some more Painkillers.

● Also, if you head down the corridor to apartment number A308, you get shouted at by another old lady... Max Payne, the grannies' favourite.

➔

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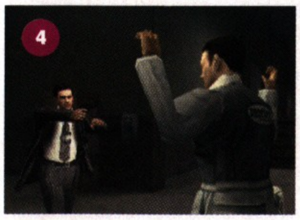

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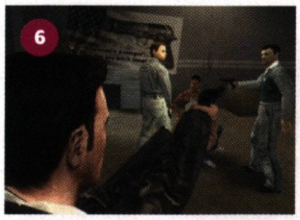
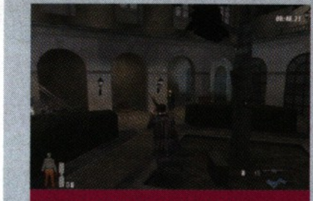


HOT SHOTS

White hot blasts of wisdom for mastery of the game...

STAYIN' ALIVE

Tips and times to beat for the brilliant unlockable bonus game, New York Minute.



Duck and cover: Use the scenery to avoid enemy fire.

Keep on running: You're harder to hit if you keep on the move.

When you first complete the game you'll unlock two new bonus games: Dead Man Walking and New York Minute. The latter has you racing through each of the levels continuingly trying to better your time. Here are our times from each of them - complete with a crumb of help, too.

MANOR YARD – 2:52.02

Stay behind the truck for as long as possible, as all the guards spawn at the other end.

CONSTRUCTION SITE – 2:28.13

There are two loads of Painkillers here that are easy to reach – one's in the trench on the far left and the other batch is just up and to the right of there.

MANOR GARDEN – 1:57.11

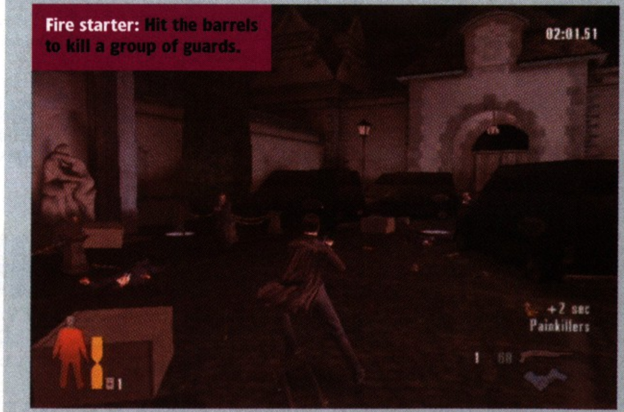
A tricky stage as there are few places to hide. You can sneak around behind the pillars, but you could always try picking off the guards from the upper level. Worked for us.

USED CAR LOT – 3:19.72

You'll never get a high score stuck indoors, so pick up all the Painkillers and weapons (including the Molotov Cocktails from the table at the back) and head out through the window.

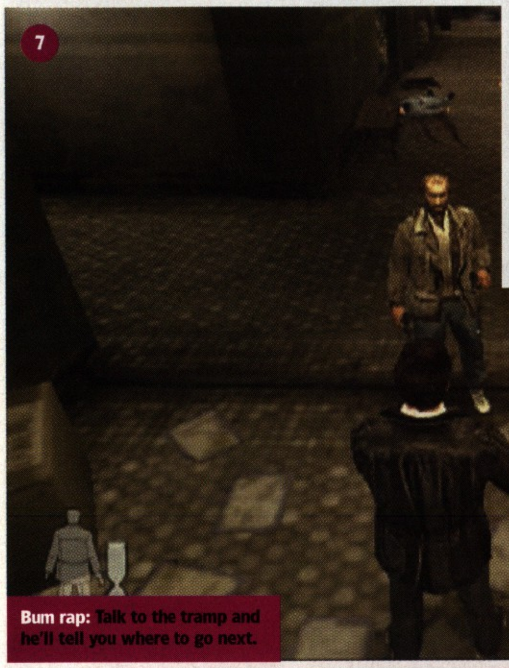
SCAFFOLDING – 2:10.99

There are loads of goodies at the top of the scaffolding, but you'll probably die trying to reach them. A badly-aimed shot will cause a chain reaction that'll blow up most of the barrels and ammo.



Fire starter: Hit the barrels to kill a group of guards.

GAME. CAN YOU TAKE IT TO THE MAX? ■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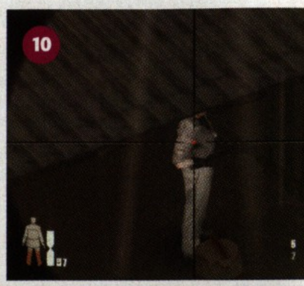
Bum rap: Talk to the tramp and he'll tell you where to go next.

8

9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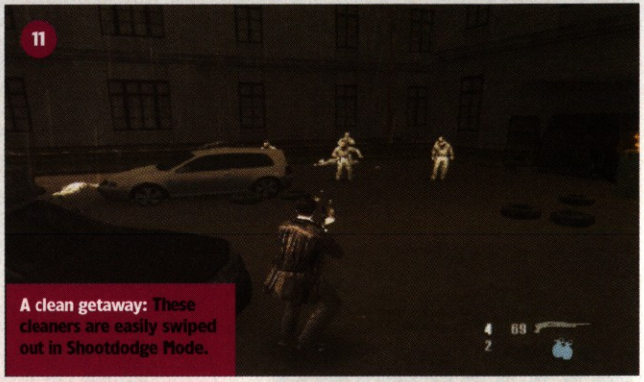
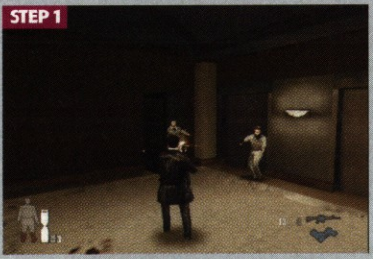

11

A clean getaway: These cleaners are easily swiped out in Shootdodge Mode.

BULLET TIME

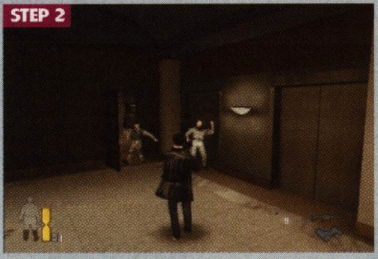
MAX PAYNE HAS THE ABILITY TO CONTROL TIME. BULLET TIME CAUSES TIME TO SLOW TO A CRAWL – ALLOWING MAX TO KILL AND DISFIGURE WITH EASE. HERE WE TAKE YOU INTO THE MATRIX OF TIME WARPING AND GIVE YOU SOME EXPERT ADVICE...

STEP 1



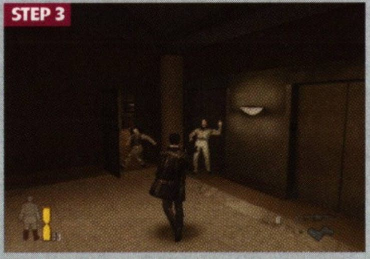
Press L2 and youll enter Bullet Time. This mode works best when you're confronted with a group of enemies all firing on you at once. You will come to relish this situation.

STEP 2



With the action slowed right down, you're able to dodge their bullets much easier, as you can actually see their path as they head towards you.

STEP 3



The more enemies you shoot, the slower they become and, therefore, the easier it is to avoid their shots. This is perfect for dealing with the game's toughest sections.

12

- The way out of this floor is through the window at the end of the corridor, but don't try jumping through, as you'll probably fall to your death. Instead, push forward on the analogue stick until you walk out and onto the ledge. Go around to the right, jump across to the other side, along and then back over. A van will turn up filled with guards, but it's best to ignore them and jump through the new window around the corner.
- Go into the next room, ignore the guy watching the TV and jump out the window. There are three guards in the corridor, so kill them all, then head down to apartment B301 to talk to another old woman. Press ○ after she's finished yakking and she'll unlock her bathroom door for you – there are three Painkiller bottles inside.
- Go through her apartment (there's nothing else of interest here) and out the window onto another ledge. Jump across to the left and onto the scaffolding, then head up and through the window on the level above. You're now in the sniper's room, but he scarpered long since.
- Examine the camera and the tape player for a couple of bonus gems (see the boxout for more information), then pick up the Sniper Rifle from the floor to the left of the camera. Head into the bathroom for some Painkillers (they're in the cabinet in the corner), then leave the flat.
- As you leave the flat you'll hear two guards talking outside. If you wait just inside the flat with your Shotgun at the ready, you can blow them away with ease when they open the door – one of them kindly leaves you a Kalashnikov rifle behind, too.
- Head down the corridor in front of you, and when you hear the woman screaming, load up. Two guards come for you, so kill them and head up the stairs – watching out for the two guards that appear halfway up them. They leave you some more ammo and Painkillers.

CHAPTER FOUR CONTINUED...

Take the staircases up until you reach the very top of the building. Here Max realises that he's not going to get any further without the code, so take the lift back down.

- Take care as you leave the lift, as there are three guards here chasing a tramp. When they see you, though, they immediately forget about him and lob a grenade into the lift. Go into Bullet Time and wipe them out with a few well-aimed Shotgun blasts.

Now talk to the grateful tramp and he'll tell you to visit the janitor in the basement for the code you need to the door on the seventh floor. Before you head down there, though, take the staircase up, then up the next flight of stairs. You'll find some ammo on this level, so grab that and head down.

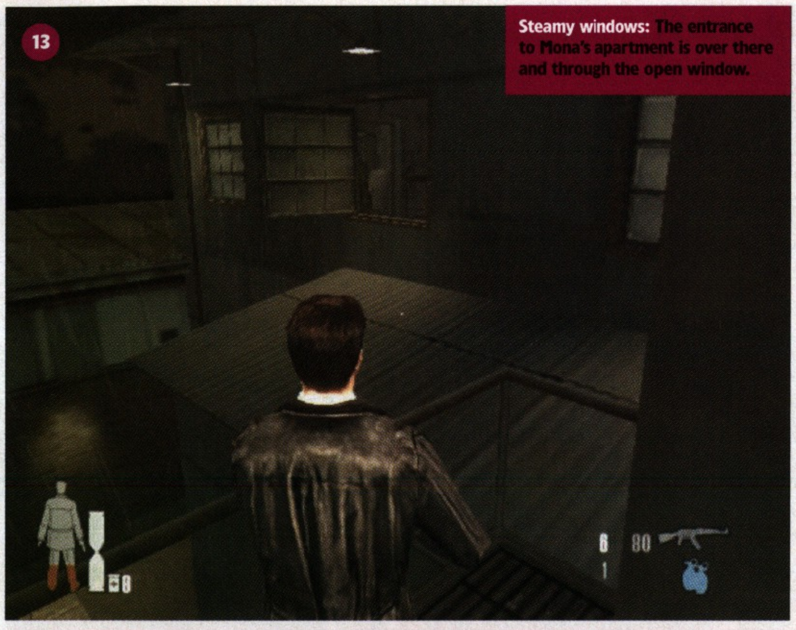
- You can find the door to the basement by following the large red sign. There's a box containing two Painkiller bottles down here and the startled janitor does indeed give you the code you need. Head back up, kill the two guards that have appeared by the lift, then head back into it to take you up to the seventh floor.
- The door to the left of the lift is now unlockable. Go through, kill the three guards that sneak around the corner towards you, then head for the only open door on this floor. This flat's a wee bit posher than the hovel Payne's used to, and you'll only have one guard to deal with in here – he's in the kitchen. You've got a bit of free time now, so a bit of snooping around this flat will reveal some Painkillers in the cabinet by the door, some Sniper Rifle ammo in the left-hand cabinet in the sitting room and some Desert Eagle ammo in the one on the other side. Don't head off just yet, though, as there are four more Painkillers in the cabinet in the bathroom, and some more ammo and Painkillers in the cabinets in the other room off the kitchen. There's also an open window here...
- Back on the ledges, you have to head around the outside of the building and drop down two levels to find the next open window. This is easier than it sounds, as, when you have gone as far as you can on one ledge, looking down should show the one immediately below it. Just drop off the end and you'll land safely – but save your game before this if you're feeling nervous. Jump through into the next apartment and pick up the couple of Painkillers here before heading towards the door, as the game automatically takes you to the next chapter if you do.

CHAPTER FIVE:

A SIGN OF HER PASSAGE

From the top, run down to the end of the corridor and you'll overhear a conversation between some guards the other side of the door in front of you. Wait until the door opens, then enter Bullet Time and power on through – you want to be quick, as they start lobbing Grenades if you hang about. The generous guards leave behind the usual ammo, plus a couple of Painkillers.

- Don't head down the stairs just yet, though, as there's treaty stuff to find. Take the stairs up as far as you can and there, in front of you, is a pile of boxes. Knock them over and you'll find that there were more Painkillers and some Kalashnikov and Desert Eagle ammo sat on the top of them. Collect all you need, then take the stairs all the way down until you reach the barred door. Release the tramp by knocking the plank out of the way and he'll tell you that he was once a cop, too (see 7). And, best of all, he's packing a piece. Like Mike The Cowboy, you can choose to have him follow you for back up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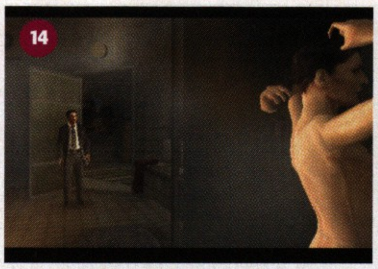
Steamy windows: The entrance to Mona's apartment is over there and through the open window.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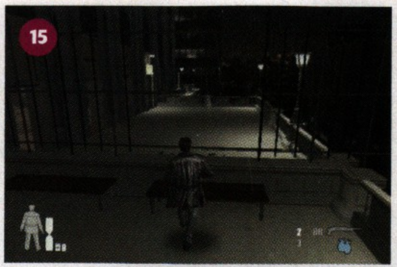
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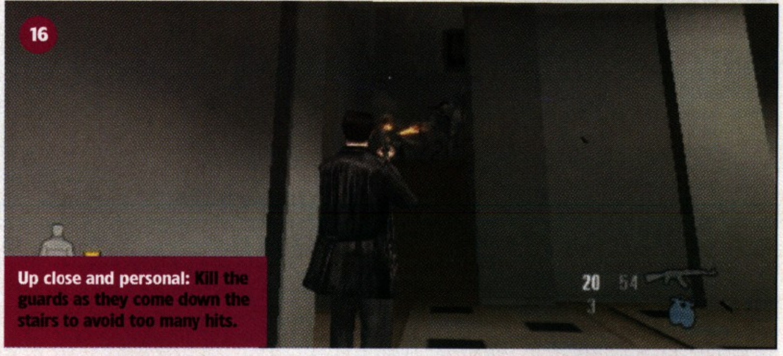
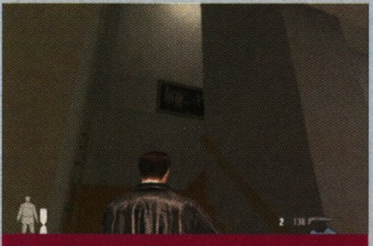
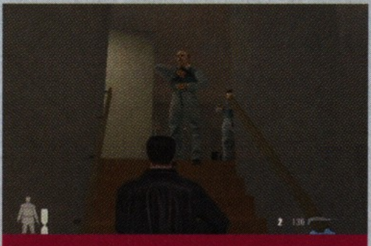

16

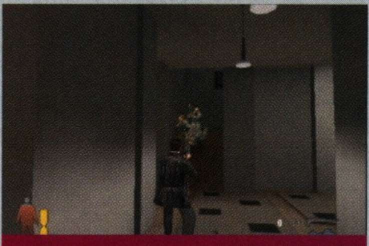
Up close and personal: Kill the guards as they come down the stairs to avoid too many hits.

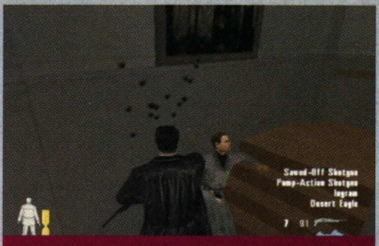
PAYNE KILLER

THERE'S A HARD WAY AND AN EASY WAY. THE HARD WAY IS BLUNDERING INTO EVERY ROOM AND EXPECTING TO KILL EVERYTHING IN SIGHT. THE EASY WAY, THOUGH, IS TO BE A BIT MORE THOUGHTFUL WITH YOUR MURDERING MAYHEM. HERE'S THE BEST WAY TO KILL WITH CONFIDENCE.


If you're up against a group of guards, the last thing you want is to get surrounded. The object, then, is to force them all in one direction, so you can pick them off quickly and easily. Like these stairs, for example.


Walk up to them and, conveniently for this example, there's a load of goons at the top of the stairs. Now you want to attract their attention, at the same time making sure they all don't turn and fire on you all at once.


Run back down the stairs, turn and wait. They'll all pile down the staircase at once, leaving you the simple task of opening fire as soon as you see the first one. If you use a Shotgun, you can take several out at once.



There, nicely done if we do say so ourselves. Now all you have to do it run back up the stairs, pick up all the ammo the dumb guards leave behind and nip into the bathroom for a few valuable Painkillers. Job done.

or stay put. To be honest, he's better than nothing, so get him to follow you.

- Keep heading down the stairs and, eventually, you get to a woman complaining about being locked in the building. This is Violet, the happy hooker who, helpfully, is also carrying a gun. Get her to join your merry party (see 8) and head down to switch off the gas supply (see 9). That done, examine the lockers for two more Painkillers.
- With the gas supply turned off, you're safe to walk past the pipe on the third floor, so head up there with whatever remains of your party. The flat's a burnt-out shell, but you'll still find two Painkillers in the bathroom on your right. Then make your way to the open window in the sitting room, taking care not to wander into any of the flames, as they'll cause some serious damage.
- Out on the ledge again, and some guards appear in the courtyard at the bottom. There's only three, so it's a wiser Max who takes them out now. Make your way around until you reach the scaffolding, then jump onto it and head up to the top of the building. There's another ledge on the right, but it's pretty difficult to get around, so we recommend jumping over to the ledge on the left. Walk to the end, then drop down onto the next set of scaffolding and stay put. The gantries give way and you'll gently drop to the bottom of the building.
- If you've killed all the guards on your way down to here (we recommend the sniper rifle for this – see 10), you should be more than ready to deal with the bunch of guards that pour from the black van (see 11). Equip the Kalashnikov, flip over to Bullet Time and fill yer boots.

CHAPTER SIX:
A LINEAR SEQUENCE OF SCARES

Mona gives you an address for her that ends up being a disused funhouse for a cancelled TV show, Address Unknown. And it sure ain't Disneyland. First off, go into the ticket office to your right for some Painkillers, then head off into the house itself. Follow it around until you drop down by the phone booth. It'll ring, but your objective is the cage around the corner (see 12). Head into it and you'll drop down.

- Again, just follow the rooms of the house until you go behind the backdrops – there are no guards to worry about and nothing of interest to uncover. Go up the stairs at the end and then along to the left. Open the door and you'll be back outside – look across to the right you'll see an open window to Mona's apartment (see 13). Jump over to the roof and then through the window.
- There are some Painkillers on the table in the kitchen and, if you turn the TV off, you can 'enjoy' listening to Mona singing *Max Payne*'s theme tune in the shower. Don't join her in there just yet, though, as there's plenty to collect in the main room. Go around to the workbenches here and you'll find some Desert Eagle ammo, more Painkillers (three of them) and two MP5s. Now for the hard part, go into the shower room for a chat with Mona (see 14).

CHAPTER SEVEN:
THE MILLION DOLLAR QUESTION

Mona's working the computers on the desk and communicating to you via a headset, so follow her lead as to the layout of the building and the positions of the guards.

- Go forward and around to the left. Kill the two guards and head around to the right for the unlocked door. This isn't the apartment where you'll find your contact, but it's the only way through. Go into the bathroom here, and, apart from a dead body in the bath, you should also find four useful Painkillers in the cabinet. Head out to the balcony and jump across to the next one (see 15). The next apartment looks pretty empty, but looks are very deceptive in this case. After searching the bottom level, Mona tells you to check upstairs. The top floor is full of guards, though, so the last thing you want to do is walk right into the middle of them. Instead, walk up the stairs until you alert the guards, then run back and wait for them to come down. They'll all be bunched up on the staircase (see 16) and much easier to kill in one go with the Kalashnikov.
- You'll find your contact in one of the top rooms, but he's already dead. Pick up the Painkillers from the bathroom and kill the three further guards that run into the room.
- Leave this apartment now, kill the two new guards and go into the flat they were guarding. There are two more Painkillers in the cabinet to the right of the TV, but little else, so head down the stairs, kill the three guards by the piano (see 17) and then go out onto the next balcony. Look over the edge to the left and there's another balcony directly below you (see 18), so drop down here.

CHAPTER SEVEN
CONTINUED...

Enter Bullet Time, walk off the canopy and kill the two guards here. There are three more in the next room, but, sadly, nothing else of interest

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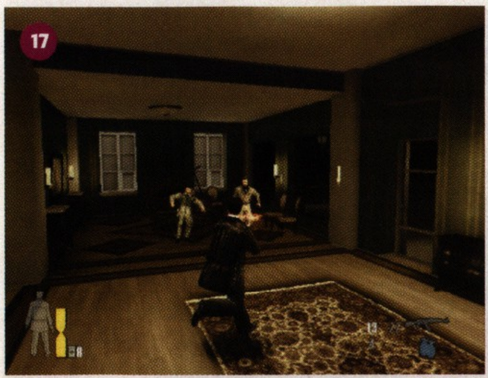
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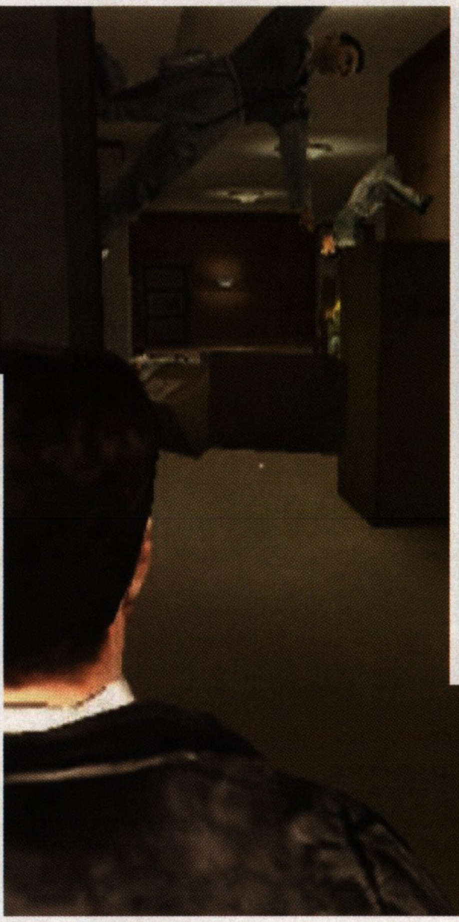
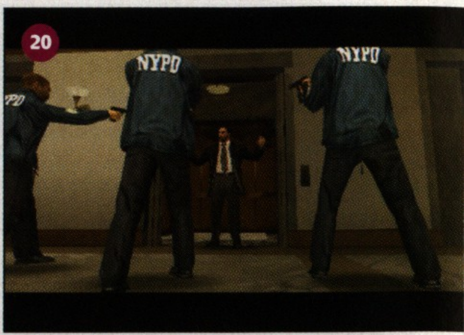

19

Flying high: A well-placed Grenade can scatter a few guards at once. Throw one quickly, then get back under cover.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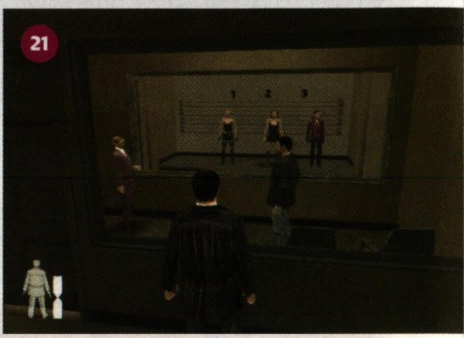
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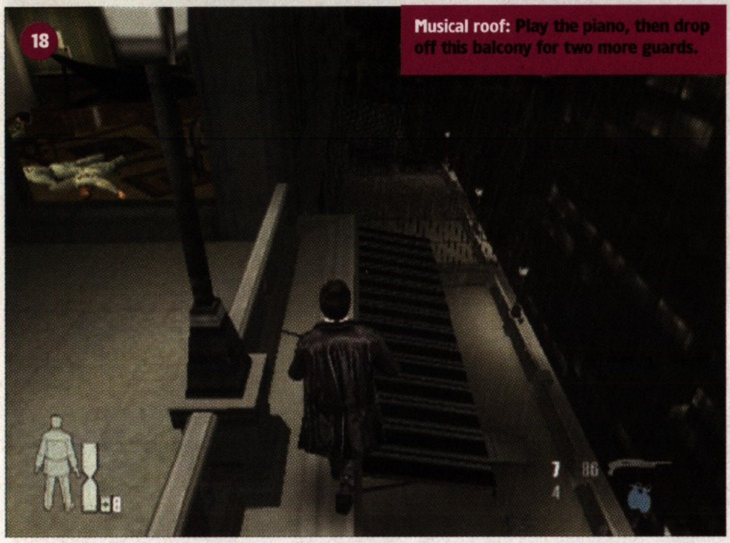

18

Musical roof: Play the piano, then drop off this balcony for two more guards.

in the room. You won't be able to save the guy in the lobby from being killed, but you can collect the two Painkillers he leaves behind. Go into his apartment and there are four more painkillers in the cabinet in his bathroom. Go downstairs and out into the lobby for this floor.

- There's just the one guard in this next bit, so kill him, enter the apartment he was guarding and kill the next two guards – one leaves behind a powerful M4 Carbine for you.
- Step out onto the windowcleaner's lift, but watch out, as there are guards dropping Grenades from above. Activate the control panel on the lift (it's on the far right as you're facing away from the apartment), then move quickly and carefully down the ramps (the way down's pretty obvious) until you reach an open window. Kill the guard and then jump through the window. He leaves some ammo and Painkillers behind, plus there's two more bottles on the kitchen worktop. That done, head out into the lobby...
- There are a couple of well-armed guards just around the corner, so kill them in Bullet Time... just to be sure. There are two more in the next area, around to the right, so use the large boxes as cover and take them out. The lift now comes up with Kaufman and three more guards, but head back to the previous area, as two more guards pour out of the apartment you came from.
- Kaufman's tougher than the normal guards, but if you lob a couple of Grenades towards them first (they huddle by the lift in formation), then that should scatter them well (see 19). Wade in with your trusty Kalashnikov and activate Bullet Time to finish them all off.
- One more guard comes out of the lift by Kaufman, then you'll need to take it down to the reception area (see 20).

PART TWO: A BINARY CHOICE PROLOGUE

After Bravura has finished shouting at you, head to your desk to write up your report. When Winterson's phone rings, you're told you need to go into the interrogation room to let her know, but you really should talk to the policeman here first, though, as he'll chat for a few more times, filling you in on a load of gossip about Winterson.

- Go to the interrogation room, and, after Mona's been picked up (see 21), talk to the witness and then, after the next cut-scene, go down to the lock up at the bottom of the station.
- Use the panel to the right of the door to go through, then do the same on the next door. Go and talk to Mona and she'll tell you to ring Woden to confirm her story. There's a phone on the desk in the next room, so ring from there. Just as you leave a message though, a bomb blast is heard above you – the cleaning guards have entered the building and they're after Mona.
- Pick up a gun and ammo from the cabinet next to the desk (see 22) and kill the three guards on the other side of the door – you'll get more ammo from them. There are another two guards in the doorway at the other end of the corridor (one of which is carrying a handy MP5), so do your duty and then head out into the garage.
- There are two Grenades in the back of the black van in front of you and, before long, another van appears with three well-armed guards in the back of it. Slip into Bullet Time to kill them (see 23), then pick up the decent weapons and Painkillers they leave behind. You're done in the station now, so head up the slope for a date with Vlad...

CHAPTER ONE:

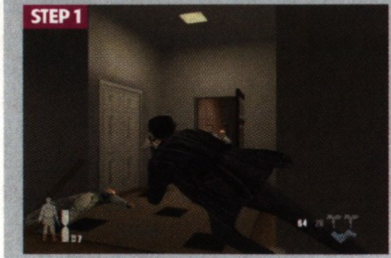
THE THINGS THAT I WANT

After the guards perform a spot of coitus interruptus, you'll be treated to another cut-scene

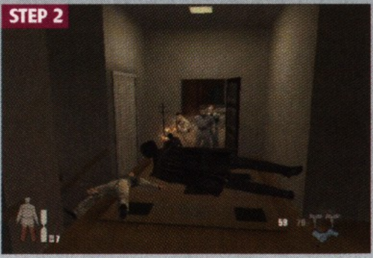
SHOOTDODGING

HERE WE SHOW YOU HOW TO DODGE ENEMY FIRE AND KILL THEM AT THE SAME TIME. SOUNDS GOOD!

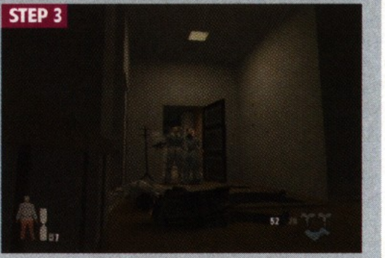
STEP 1



STEP 2

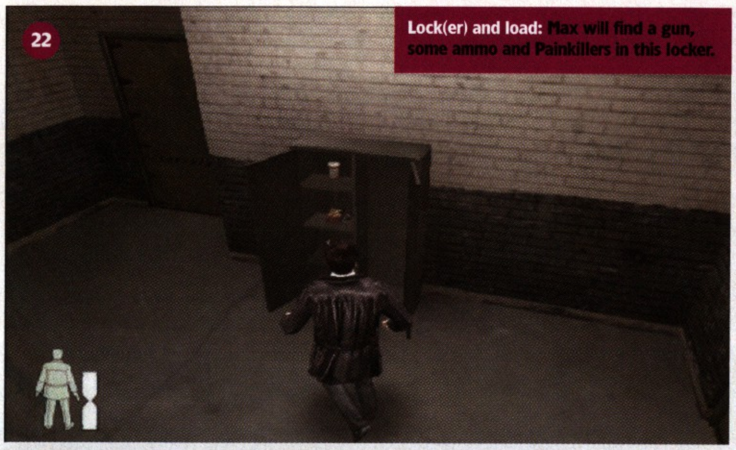


STEP 3

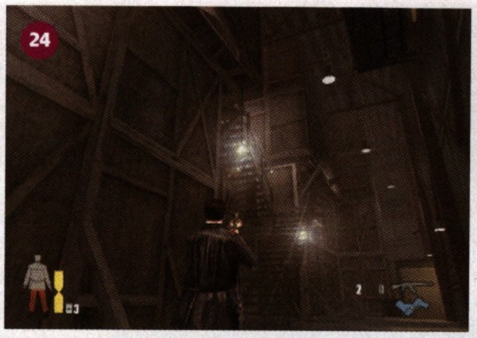


The Shootdodge Mode is far more basic than Bullet Time. Here you dive in a direction of your choosing in slo-mo at the same time as targeting and firing upon one or more enemy.

The best time to use this is when you're hiding behind an object with guards descending upon you. If you dive out in front of them in Shootdodge Mode, you can easily get a couple of close-range shots in before they know what's hit them. What's hit them is usually a Shotgun blast to the head and an instant yet very messy death. Lovely.


22

Lock(er) and load: Max will find a gun, some ammo and Painkillers in this locker.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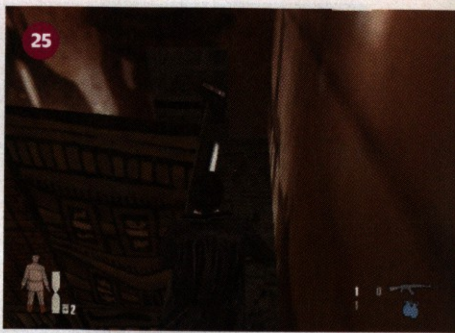
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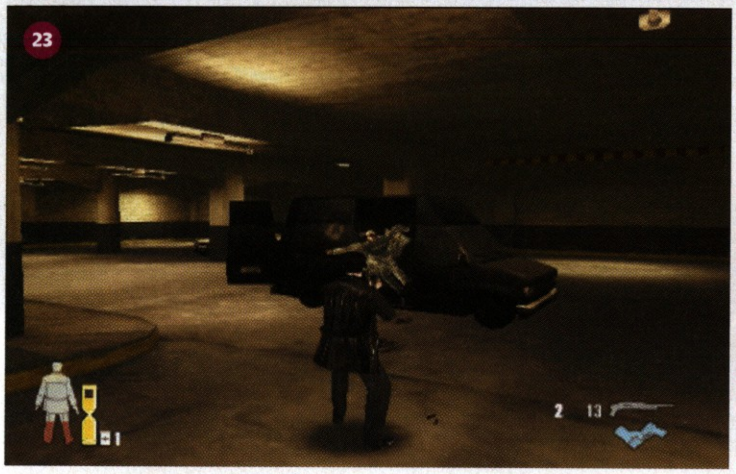
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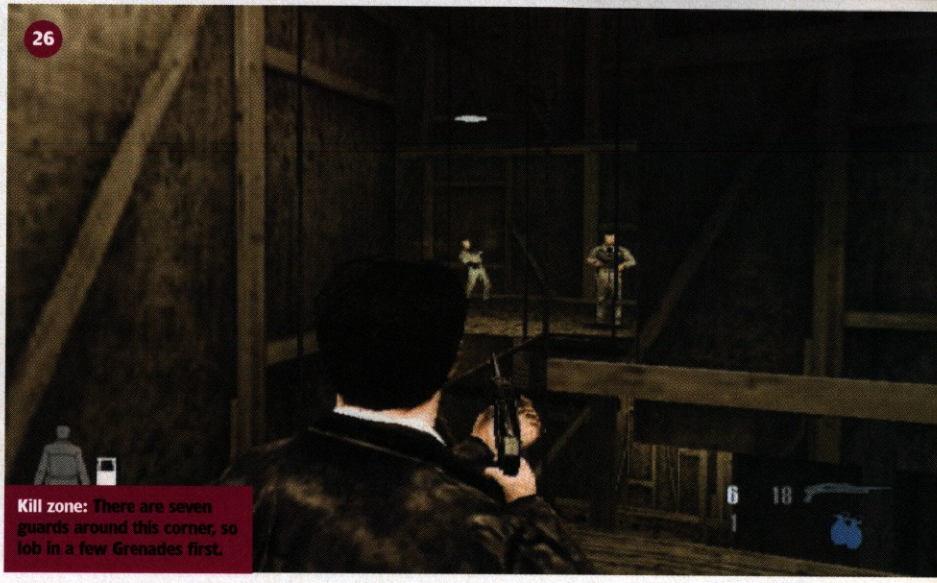

26

Kill zone: There are seven guards around this corner, so lob in a few Grenades first.

as Max and Mona flee to her apartment. You'll be split up, then you retake control of Max.

● Kill the two guards immediately – trying to get the second one before he reaches the walkway above you, as he's harder to kill there. Go down to the wooden staircase, enter Bullet Time and off the two guards on the stairs (see 24). Go back down and over to the far corner. You'll need to jump over a couple of boxes to get there, but you'll be rewarded with a Kalashnikov and a load of ammo. Go back up the wooden staircase and through the first doorway. If you look through the grill here then you'll spot two guards below. It's worth killing these guys now, as they won't know what hit 'em. Pick up the three Painkillers from here then continue to the top of the staircase.

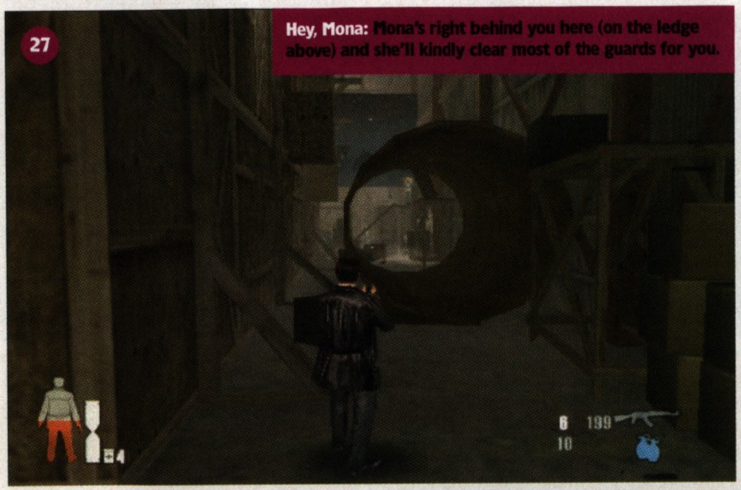
● Pick up the Molotov Cocktails, then lob a couple through the doorway here down onto the two guards at the bottom – a couple over the edge should fry 'em easy enough. Go around to the right and you'll find three more guards down below; killing them now makes it easier for you later. A secret doorway opens up (in the far corner of the walkway) (see 25), so head through it.

● Tool yourself up, 'cos there's trouble ahead. There are four guards on the platform in front of you and a further four below it. Plop yourself into Bullet Time and pray that you've still got some Kalashnikov ammo left (see 26). That done, continue out into the funhouse itself and six more guards – although Mona will kindly off a couple with a Sniper Rifle before scarpering again.

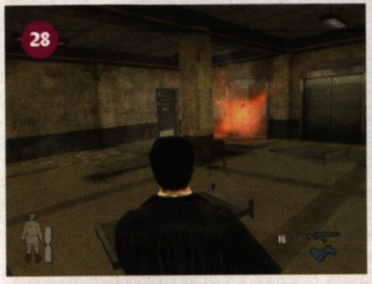
● Go through the garage in the corner and up the stairs. There's a single guard just around the corner here, and when you go out onto the walkway here you'll be ambushed by five more. Use Bullet Time and lob the odd Grenade. Mona now opens a door in the garage for you, so go through here to join her in a firefight. It may not be very gallant, but the best strategy here is to let her pick off most of the guards herself. Then, when she's finished, join in to mop up the stragglers (see 27).

● There's one more nasty surprise for you, and it comes when you open the small grey door out of here. There's a guard on the other side with a shotgun and, if you're low on health, a close-range blast will prove fatal. Kill this last guard and it's the end of the level.

RULE NO: 36
HONOUR TRADITION


27

Hey, Mona: Mona's right behind you here (on the ledge above) and she'll kindly clear most of the guards for you.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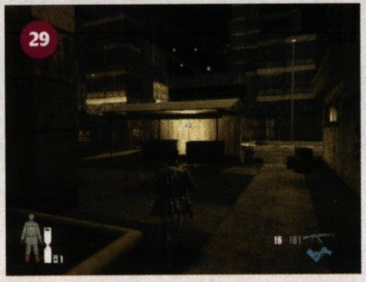
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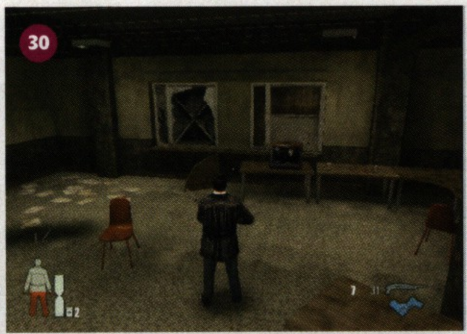
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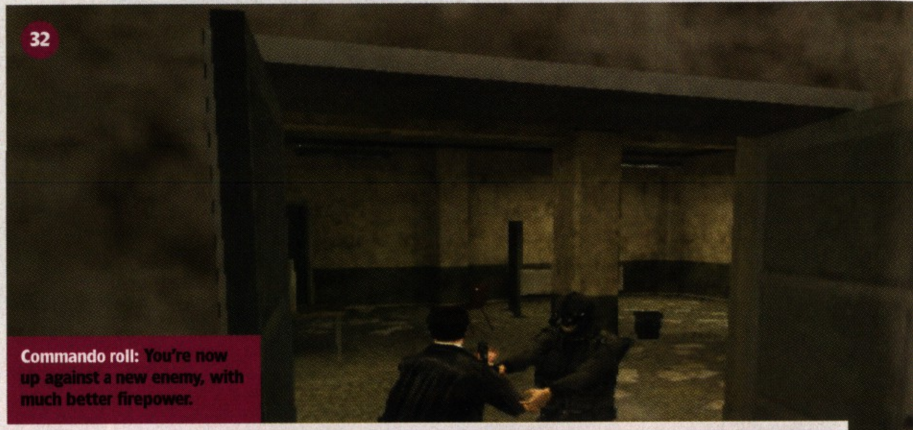
31


32

Commando roll: You're now up against a new enemy, with much better firepower.

PLAY STATION

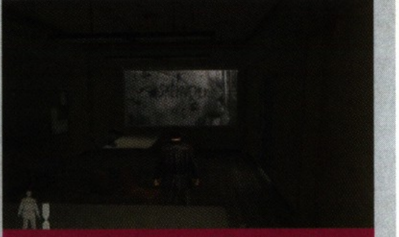
FOR SOME REASON, THE POLICE STATION SEEMS TO HAVE MORE INTERESTING BACKGROUND DETAIL THAN ANY OTHER PART OF THE GAME. YOU'LL FIND YOURSELF AT A LOOSE END A FEW TIMES WHILE YOU'RE FILLING OUT REPORTS, SO IT'S WORTH WALKING AROUND A LITTLE...

Want more? Okay, why not talk to the cop by Winterson's desk for some valuable tips or the girl complaining about her boyfriend for a potential date. It's unscrupulous but who cares! Hang around near the tramp's cell in the bottom of the station to watch him throw up and, if you knock on the toilet door on the first floor, you'll be 'politely' told to go away. Genius.

This guy's been booked for killing his wife and the pizza guy. He claims it was self-defence. If you hang around close to this cop's desk, you'll hear the whole very sordid story.

Head up to the first floor to find this woman reporting a crime of violence. She claims her boyfriend's mood swings have been brought on by playing the ultra-violent crime game, Dick Justice. Sound familiar?

Hilariously, it looks like the American cops are as addicted to rubbish daytime TV as ours are. Head into the rec room to find two of them watching *Lords and Ladies*. Stand in front of the TV for some abuse...


There's a room on the far right on the first floor with a slide projector in it. Stand next to it and you're able to flick through the images on the slides. It doesn't make for pleasant viewing, though.

CHAPTER TWO:

IN THE MIDDLE OF SOMETHING

When the cut-scene finishes, jump into the back of the van for a MP5, ammo and some Painkillers. Go to leave the garage and you'll hear two guards coming your way, and they're pretty easy to kill. Head up the stairs and through the next room until you reach the lobby. Two more guards are here (you can hear them talking), so wait until they come down the staircase and then attack them from behind.

● Go up the staircase and, in the next room, the exit isn't immediately visible. If you remember, though, Max mentioned that the red crates were full of explosives. Shoot them from a safe distance and they'll blow one of the lift doors off (see 28). Go through here, drop down into the lift and enter the room beyond it. There are some Painkillers behind one of the screens, but that's all for now. Head through the door and get ready for a firefight...

● There are five guards in this small outside area (see 29). Two are around the back of the black van and another one's is up on the roof of the small building to the right. Kill the ones behind the van first, then the two that appear in the distance. That done, head up to the roof, kill the last guard and pick up some ammo and Painkillers from the box here – there's also an M4 Carbine on the bottom level of this small building, so don't forget that.

● Go through the small metal door near the two guards you just offed, then, ignoring the open door on your right, carry on through the one in front of you. There's nothing of interest in this next room, but as you walk towards the double doors on the far side of the room you'll pick up the tones of two guards heading your way. Stay out of sight and kill them when they wander into view. There's more trouble coming, though, so arm yourself with something powerful and go into Bullet Time. At the end of the next short corridor is a guard to the left, but kill him quickly, as there are two on the right-hand side that are firing on you at the same time.

● Head down the corridor to the right and kill the next three guards – you're shooting in quite a narrow space, so it shouldn't prove too difficult. Keep going around to the left and then through into the first room on the right (the door should be open). There's a TV (see 30) in here reporting on the bomb blast at the police station, plus a couple of much needed Painkillers. Leaving here, ignore the room straight in front of you and, instead go to the next one on the right. In here you'll find a bunch of Grenades and Molotov Cocktails. And, best of all, four more Painkillers.

● Leave this room, head down to the right and through the double doors at the end. There's a large pile of bits in front of you and, if you blow it up, you'll be rewarded with the Sniper Rifle (and ammo), three more Painkillers and some MP5 ammo, too.

● Go through the small door and then up the stairs. At the top you'll come to a room with a missing floor (don't worry, it won't be your last), but it's still pretty easy to get across. The rule is that you can walk over the planks or the metal grider that runs through the remaining parts of the concrete floor. So, with that in mind, walk around and up the next flight of stairs. The next room is very similar to the last one (in that huge lumps of the floor are missing), with the main difference that there's a guard on the other side of the room and two more in the corridor behind him. The trick here is to strafe sideways into the room (in Bullet Time), with the gun facing towards the door to the corridor. If any guards are stupid enough to walk in front of the doorway (and they will), blast 'em away.

● Next, go down the corridor to the left. There's a guard about halfway down, but if you use the large overturned table as cover, you can get

➔

RULE NO: 88
NEVER SHOW
EMOTION
CENSORED

PlayStation 2
I-Ninja
7+
namco

Don't just break the rules of Ninja.
Whack 'em, slap 'em and lay 'em out cold.

namco uk.playstation.com www.i-ninja-game.com

fun,
anyone?
PlayStation 2

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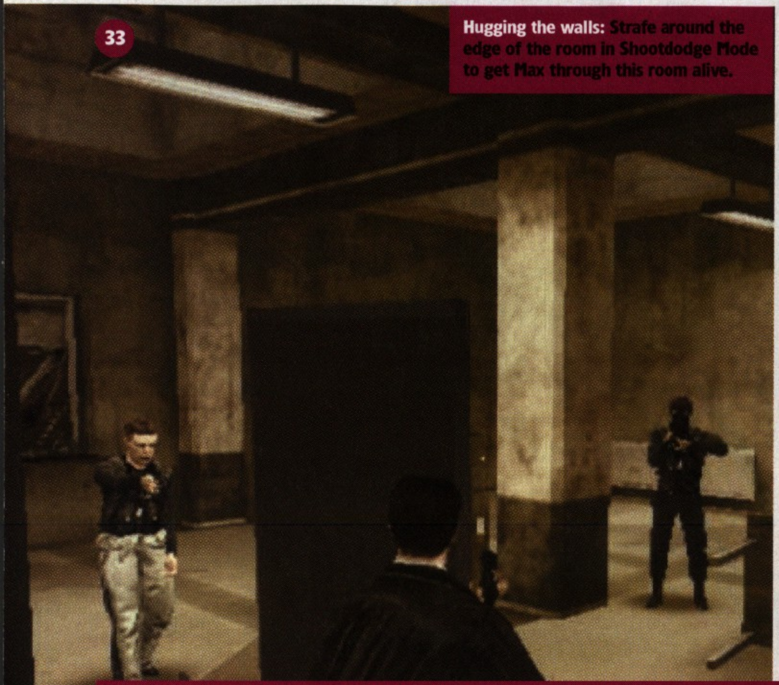
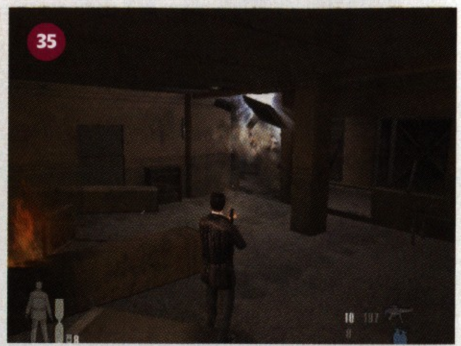


Hugging the walls: Strafe around the edge of the room in Shootdodge Mode to get Max through this room alive.

34
Painkillers
Painkillers full



36
DANGER
CONSTRUCTION AREA!

THE END OF THE ROAD

THE END IS NIGH FOR OUR OH SO UNHAPPY HERO...

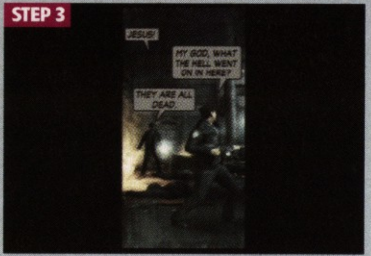
STEP 1

THE PAST IS A GAPING HOLE.
YOUR ONLY CHANCE IS TO TURN AROUND AND FACE IT. BUT IT'S LIKE KISSING THE LIPS OF YOUR DEAD LOVE, DARKNESS WAITING IN THE HOLE OF HER MOUTH.

STEP 2

IT'S GOING TO BE ALL RIGHT.
AH...
GOD! I TURNED OUT TO BE SUCH A DAMSEL IN DISTRESS.

STEP 3


JESUS!
MY GOD, WHAT THE HELL WENT ON IN HERE?
THEY ARE ALL DEAD.

The ending for *Max Payne 2* is even more depressing than the first one, but there is a glimmer of hope for poor ol' Max. There are three difficulty levels in the game, and if you complete the toughest one, Dead on Arrival, you witness an alternative ending. It would be cruel to give away any details here, but it's possible that, on the strength of this ending, Max should be able to skip off into the horizon a slightly happier man.

quite close to him before either lobbing down a Grenade, or trying out the ol' Shootdodge move, as one good shot should knock him down the hole.

● Now head into the room on the right of the last guard and through the door on the other side. There's a guard behind the screen in front of you and another three just around the corner, so we recommend flicking to Bullet Time to wipe these four out. There are some double doors to the right of the fallen guards, but they're locked, so go towards the door to the left and work your way around till you get to them.

● There are several guards in this next room, but don't use a Grenade and try to get to them before they do. If there's a large explosion in this room, then most of the floor is destroyed, making it much more difficult to reach the door in the corner. That done, go through into the smaller room next to it for a load of hidden ammo – it's all found behind one of the screens. Then go back and through the other door.

CHAPTER TWO
CONTINUED...

You start off in a room filled with weapons crates. Search around here and you'll find some Painkillers and plenty of MP5 ammo. Take the stairs up and go through the double doors in the corner to take you back out into the main lobby of the building. There are some guards at the bottom firing up at you, but ignore them and go into the room on the other side. Head into the elevator – the floor's missing on the left side, so obviously avoid that (see 31) and jump up the crates to get to the next floor. There's some more MP5 ammo here, but nothing else, so go through to the lobby and over to the other side.

● As you go through the door, though, you'll come across a new breed of enemy. These soldiers are tougher to kill and look suspiciously like a SWAT team (see 32). There are three in this room, so off them in Bullet Time and head up the stairs. There's nothing of interest in the room up here, so go up the stairs again. There's a guard just behind the glass door to the next room, and we advise taking him out with a satisfying sniper shot to the head – remember you can also target your victims with Mona's choice of weapon: the MP5.

● Go into the lobby again and you're at the very top. Take care when you get near the other side, though, as it's full of enemies (including two that, bizarrely, look like the brothers from the '80s band, Bros. Strange but true). Just before you enter the room, flick to Bullet Mode and, on the other side of the door, head to the left and strafe around the edge of the room firing at anything that moves (see 33) – and, we suspect, a few things that don't. There are three Painkillers near the door, we recommend picking them up before heading out to finish the chapter.

CHAPTER THREE:
BLOWING UP

The place is gonna blow, so avoid the flames, pick up the three Painkillers from the red crate near the door (see 34) and head off to the right. When the path ends, go through the door here, but hold back as the room's about to blow up, conveniently killing the guard for you. Shoot the crates near the broken wall next door to blow through an exit hole (see 35).

● You're now heading back outside, but it's looking pretty precarious. Don't worry too much, as there are plenty of areas on the girders you can jump to (not forgetting that you can jump onto the wire patches). When you're across, head around the corner and drop down at the end. Kill the next two guards with a nifty diving move, then kill the next one in the corridor behind them. Walk past him, along to the end of the corridor and into the next room.

● Things are getting tough now, as there's three well-armed guards here and ammo boxes everywhere. Be careful with your targetting or the explosions will certainly kill you. When those three are dead, pick up the three Painkillers by the door and walk towards the large hole. There are four more guards down here, so if you throw a few grenades down there you should be able to cause a chain-reaction that blows up most of the ammo in the room and kills the guards, too.

● Drop down, then down again and head through the doors. Go off to the right and run down the corridor – there are ammo explosions going off around you, but you should miss most of them. Run through the hole in your wall to the left and go through until you reach the end.

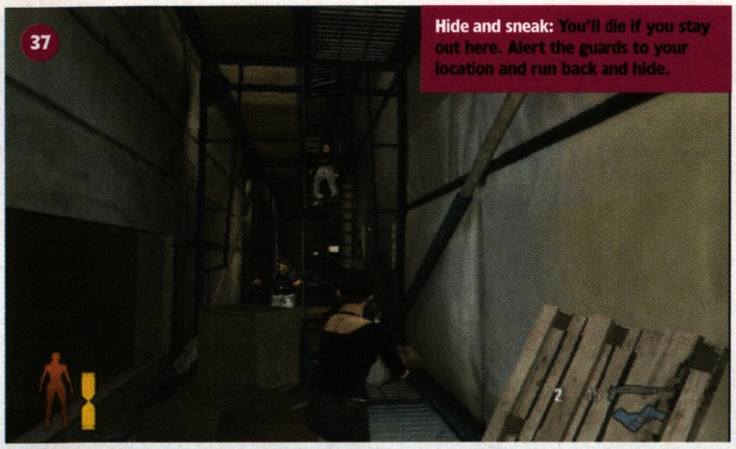
CHAPTER FOUR:
ROUTING HER SYNAPSES

You're controlling Mona now (see 36), and she's having no easier a time than Max is. Sadly, this building contains few hidden items, but there are plenty of guards to deal with. From the top run down and over to the left. Go through the door and a cough from above gives away a guard on the stairs. Aim up and you'll spot him two floors up, so let him have it with the Shotgun.

● Go up the stairs and through the door. There's another guard off in the distance, so now seems like a good time to use that Sniper Rifle. Walk out to the middle of this area, then turn around and look up, as there's another guard shooting at you from the higher level. Continue on to the next temporary staircase, but don't go running up the stairs just yet, as a few guards are on there way down. Stand with your back to the wall, arm the Shotgun and fire on the guards as soon as they appear. Now go on up and through the next doorway on your left.

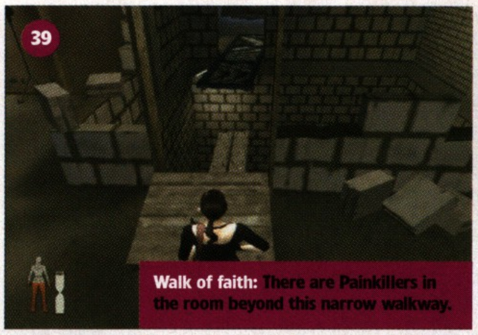
● You'll soon spot another guard, so hide behind the crates here and shoot him with your Sniper

37



Hide and sneak: You'll die if you stay out here. Alert the guards to your location and run back and hide.

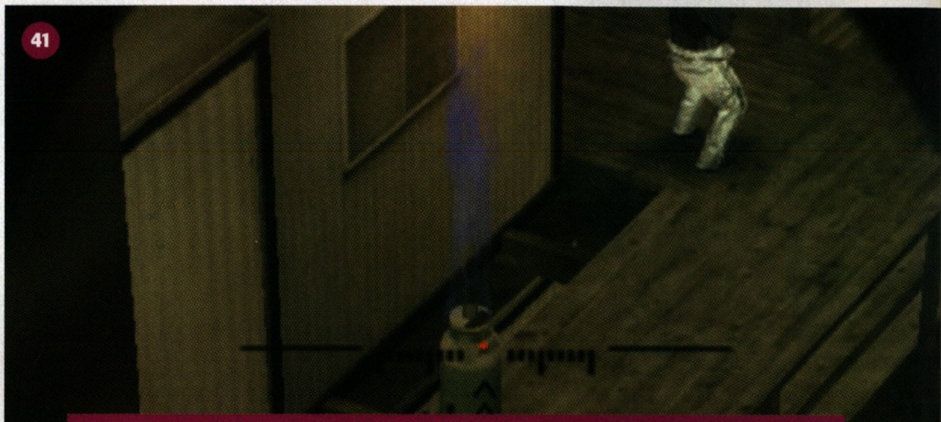
39



Walk of faith: There are Painkillers in the room beyond this narrow walkway.

40

41

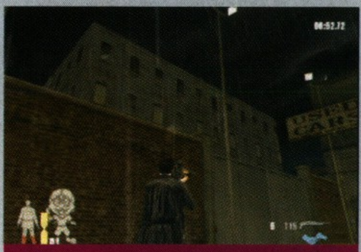


38

NEW YORK MINUTE

WHEN YOU COMPLETE THE GAME ON ANY OF THE DIFFICULTY LEVELS YOU UNLOCK TWO EXTRA BONUS GAMES. HERE ARE SOME TIPS TO KEEP YOU ALIVE A LITTLE BIT LONGER IN A NEW YORK MINUTE.

Eliminating enemies reduces your time by two seconds, but don't worry about cut-scenes, as the clock freezes – and Bullet Time delays the timer to correspond to the slowdown.



Kill any guard in your way (especially for the time bonus), but we wouldn't recommend going out of you way to find them, as the object is to get to the end of the stage ASAP.

Rifle. Your work here is done now, so go up the staircase until you're at the very top. Kill the guard in this new open area, then use the lift to go down one level. The only thing of any interest here is a cabinet containing four Painkillers, so grab all of them (naturally) and head through the door around the corner from there.

● There's a large half-built area next, with four guards roaming it. They're all pretty easy to kill, and there's nothing else of interest here, so run over to the far right and you'll come to a staircase (see 37). There are five guards patrolling this, and they're packing MP5s, so make them aware of you, then nip back and behind the large box. Stupid as they are, they'll all come down in single fashion, so you can stay there and pop them off one at a time. Real neat, like.

● Go up the stairs until you reach the top, then enter the next half-built area. This one's very similar to the last one, only with more guards – including some of those tougher commandos we met earlier in the game. For starters, kill the three regular guards, then the three commandos that appear from the left side of the area – there's a spot just around to the right from where you come in that has a load of crates to hide behind, if you do so wish. When you've offed them, three more appear from the other side, but there is a cabinet containing four Painkillers towards the right side, if you need them. If you arm the MP5 and use Bullet Time a lot, though, you should breeze through it.

● Leave here and walk all the way around the next empty area and go through the door at the end. You're now very near the end, so sneak up behind a box and watch the genuinely (no, seriously) funny scene with the three guards (see 38), then, as a reward for their entertainment, you can now kill them. Two more guards appear, but you should be an expert by now, so deal with them and drop down the hole on the far side of the room. Next please!

CHAPTER FIVE:
OUT OF THE WINDOW

You're still in the unfinished floors of the building, but you want to move out of where you start fairly sharpish, as a guard is coming up behind you. Pick up the MP5 ammo and run off to the right. There's a plank resting over the edge of a drop and, on the other side, a walkway (see 39). Jump over here (careful now) to find a cabinet with four Painkillers in it. Jump back and continue on. There's nothing else of interest on this floor, apart from another cabinet with four Painkillers just to the right of the door to the next area.

● When you get to the door you'll find it locked, but when you try to open it you'll alert the guards on the other side. Walk back and wait for the first one to come through. Kill him and then, in Bullet Time, kill the other one you'll see. Still in Bullet Time, look up to the walkway above and you'll spot three more guards of varying strength. Kill the lot with your MP5 and then go up there to nick some more Painkillers (x3) and some Kalashnikov ammo. Continue on with the level and, two locations on, check out the crates on the right for loads of Dragunov and MP5 ammo.

● Remember Max? He was the plonker who fell out the window. Well, with three guards coming his way and him being trapped under a plank, he's asking you to help. First kill the guard that comes through the door, then switch to your Sniper Rifle and kill the three running towards Max – it's not hard, as they run at exactly the same speed as you can move your crosshairs (see 40).

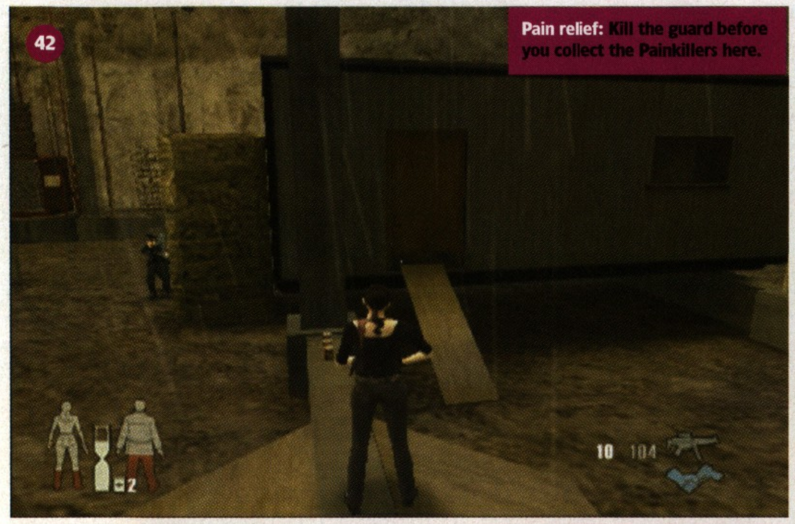
● After you've killed Max's would-be assassins, go into the next room, kill the guard in here and run up to the edge. You've got to protect Max again, so look around in Normal Mode, and when you spot a couple of guards shooting at Max, go into Bullet Time and off them before they can kill your bloke. You'll need to shoot a few more before you can rest, though, but eventually Max is in a relatively safe position, but he is pinned down by a couple of guards you can't spot. You need to change your sniping location.

● Turn around and you'll spot a red crate with three Painkillers in it. Grab them and start to work your way back through the level. After you've been through a few doors you'll stumble upon a couple of well-armed guards on your right. Go into Bullet Time to kill them, then look over to the left and you should be able to spot another viewpoint. Go up to it and you'll spot one of the guards shooting at Max. Kill him and the two that appear from the huts, but there's still one more...

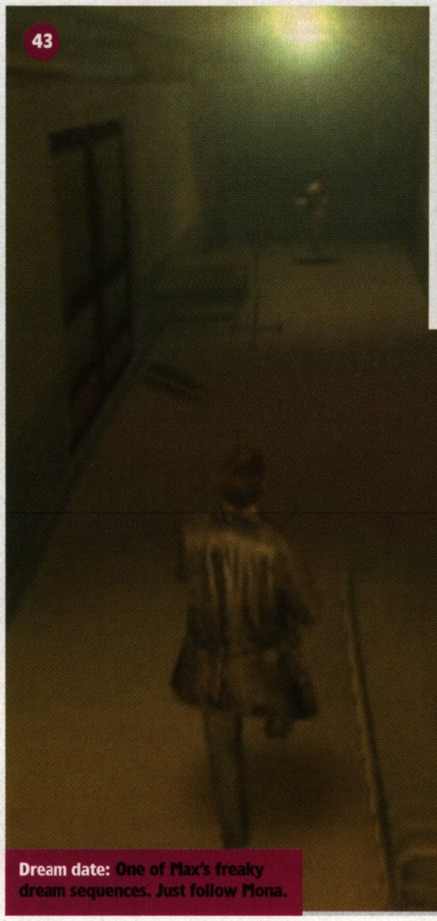
● Work your way back to the spot where you started this level and two guards will burst through a previously locked door. Kill them, pick up the ammo and Painkillers they leave behind and then, just past the newly opened door, you'll spot another red crate containing a further three Painkillers. Go forward, kill the next three guards and, in the next room, there are two more and the final viewpoint. Don't save Max just yet, though, as there's one more guard on the walkway above you and to the right. Kill him, then target the final guard shooting at Max – he's just below you. Go up the steps, into the next room and then, just around the corner to the right, you'll find the hole you need to drop into to finish this long and difficult level.

CHAPTER SIX:
THE GENIUS OF THE HOLE

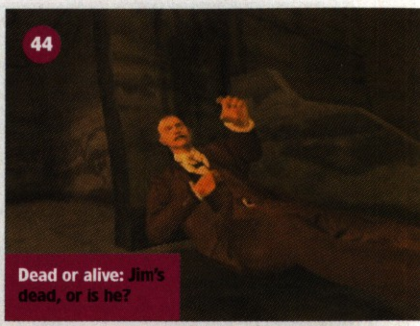
There are four much-needed Painkillers in the cabinet in front of you. Get them and kill the guard on the viewpoint ahead. Max needs



Pain relief: Kill the guard before you collect the Painkillers here.



Dream date: One of Max's freaky dream sequences. Just follow Mona.



Dead or alive: Jim's dead, or is he?

DEAD MAN WALKING

SURVIVAL MODE HAS NEVER BEEN SO BLOODY HARD...

This bonus game couldn't be more different, as all you have to do in this one is stay alive in a confined area. You won't last too long, but it's an enjoyable experience while it lasts. We give you tips (and times to beat) for the individual stages on the first spread of the guide, but if you're still stuck, remember to use Bullet Time sparingly and watch out for the light-blue circles, as these are the spawning points for the guards.

SELECT GAME MODE
Detective
Hard-Boiled
New York Minute
Dead Man Walking
Jump to Chapter
Back
OK
CANCEL

00:30.29
+2 sec
7
05

more cover, and you've got help here in the form of two gas bottles outside of the huts (see 41). Shoot these to kill most of the guards, then pick the rest off with sniper shots. Max is still trying to get away from this area, and needs cover from a different spot, so leave this area, killing the four guards that come through the door on the other side, and go into the next one. There are more guards here, but nothing serious to worry about, so kill them and keep on going.

- A guard is right there in front of you when you open the next door, and there's another one down on the right. Kill the second guard, drop down and go through the doorway. When you walk over the wooden walkway that appears next, a guard appears at the other end. He's carrying a decent weapon, so you might want to nip into Bullet Time to limit the amount of damage he causes.
- We sincerely hope that you've got a good supply of Painkillers, 'cos it gets seriously hairy from here on in. Run straight forward to pick up four Painkillers from the cabinet on the wall, then go back into Bullet Time to waste the four other guards here. Go over to the metal walkway and down. You'll come across two more guards on the walkway, and another three in the next area – but there's a handy gas bottle here, too, so if you're aim's good you could always blow them up with that.
- After the next load of metal stairs, there's another large area filled with six angry guards (although there are three Painkillers on the chest on the far right). After you've killed the lot, keep going down. When you get to the bottom you'll encounter too more guards, then, when you finally venture outside, there are two more high up on the scaffolding above you.
- Now walk around to the left, pick up the three Painkillers you find on the wall to the left of the hut (see 42) and kill the two commandos on the other side before they know what's hit them. That's pretty much it for part two. All you need to do now is step into the lift in the corner and sit back to watch the dramatic cut-scene.

PART THREE: WAKING UP FROM THE AMERICAN DREAM PROLOGUE

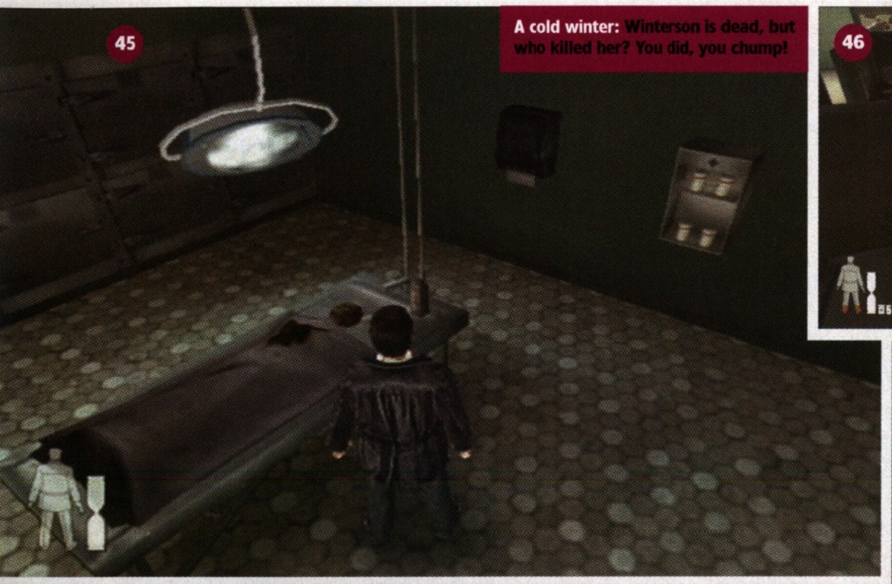
You're back to the hospital room you started off from at the start of the game, but at least you now know why you're there. This prologue is another of those dream sequences that actually have no point in the gameplay, but plenty in the storyline.

- Follow Mona out of Max's room (see 43) and continue through the hospital until you reach the police station. There, again, there's little to do (just follow the natural path and you'll end up back at your office), but you can interact with a couple of objects – the tape recorder at the end of the cells and Bravura, who's dying on the top floor (see 44). This disturbing dream sequence ends when you meet up with Winterson and Mona. You'll be glad that it does...

PART ONE:
TOO STUBBORN TO DIE

Hmm, you start this level next to a corpse, with an armed guard outside the door and you're completely unarmed (see 45). Nice. Pick up the four Painkillers on the wall behind Winterson and barge through the door – you'll conveniently knock the guard over who's standing on the other side. Head through the double red doors on your left and run straight up the next two flights of stairs. The guard below will regain his feet, but ignore his fire and keep on moving.

- Head through the red double doors and straight around to the left. Ignore the office on your right and go around the next corner. Take the first door on the left (just past the Cola machine) and pick up some more Painkillers from the green cabinets immediately on your left. Keep running through this room, then over to the door on the far corner. Ignore the nurses in this corridor and go through the door to Recovery on the left. Go through the door on the right and you'll enter a partitioned office. Run to the far corner and wait here.
- A guard and the commando you knocked over will follow you in, but only the commando comes looking for you (see 46). Keep waiting and, after only a few seconds, a security guard bursts through a different door to the area. He's immediately killed by the guard, so sneakily work your way over to him, pick up his pistol and run out of the room. They'll both follow you, but if you enter Bullet Time and keep firing, you should kill them both without loosing too much health. Now go back into that room, search all the cubicles and lockers and you'll be rewarded with four more Painkillers and the weapons from the enemies you've just killed – an MP5 and another pistol.
- Finally you can leave this area, so go into the corridor and through the next door. You'll hear that there are some more security guards being attacked by the commandos... they don't stand a chance, but you do. Arm the MP5, and, when the door at the end of the room bursts open, enter Bullet Time immediately to kill the three commandos. They leave behind some handy Kalashnikov rifles (and there's another one by the security screens on the left if you need it). You'll also find two more Painkillers and, if you examine the line of lockers by the door, you'll find some MP5 ammo in the one that's second from the right.
- Continue on and, when you run around the left side of the office, you'll hear two commandos talking. Backtrack so that you're safely around the side of the office, but are able to see the door on the right they'll come from, and kill them in Bullet Time when they appear. Go into the room they came out of and you'll find four Painkillers in a cabinet by a doorway. Now backtrack into the corridor and head down it. You'll soon come under attack again by four more commandos, so off them in Bullet Time. Continue through the door at the end, head around to the left (picking up the


45

A cold winter: Winterson is dead, but who killed her? You did, you chump!

46

47

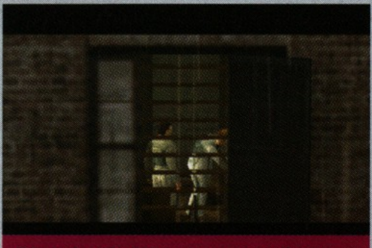
48

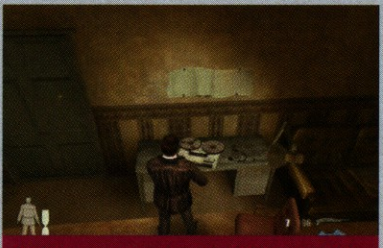
HIDDEN AND DANGEROUS

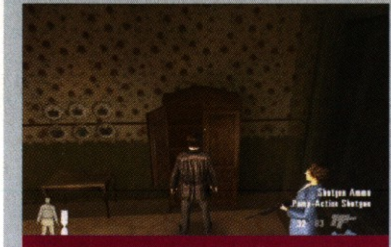
IN MAX PAYNE'S LIVING AND BREATHING WORLD, YOU'RE ABLE TO INTERACT WITH MORE OBJECTS THAN YOU'D INITIALLY EXPECT. THERE ARE ALSO A WHOLE LOAD OF SECRET SNIPPETS TO FIND THAT ARE A LOT OF FUN TO FIND. HERE'S A CHOICE SELECTION OF SOME OF THE FINEST WE FOUND.

Find the dead guy in the tub in Part One, Chapter Seven. Now go back out into the hallway and all the way across to the door on the far side. Try to open the door you'll hear a couple inside who are... well... ahem.

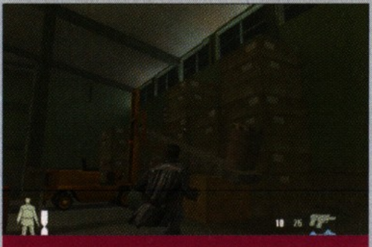
On the same level head down the scaffolding and, when you get to the end walk around the edge of the building to the left and there's another window around the corner. Go in here for a memorial to a dead developer.

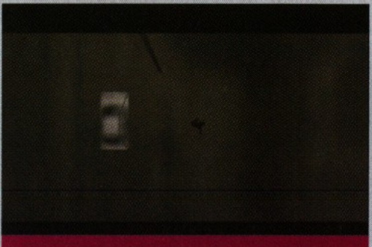

Remember the level where you're fired on in your apartment by the sniper? When you eventually end up in his room, look through his rifle sights for a highly amusing clip. We'll let you see if for yourself...

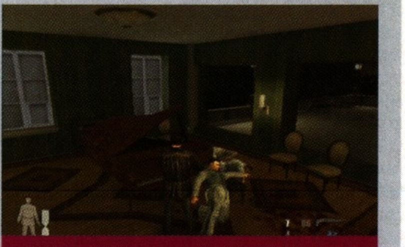

In the same room, listen to the messages on the answering machine for a load of Max's calls the spy tapped into and recorded. The one where Max calls a sexline is particularly depressing. Ho hum.



Look for the old lady in Part One, Chapter Four who blows away the guard. If you talk to her then she'll waffle on, but if you keep talking to her she'll take you into her apartment and give you a shotgun!


Look for the forklift truck in Part One, Chapter Two and, if you activate it, it'll lift a plank up for you to walk along. Go up here and over to the boxes you can now reach for a crate filled with useful items.


Kill Kaufman and his henchmen in Part One, Chapter Seven and then go back to the apartment where you entered the level. If you go over to the TV and activate it you'll be treated to a bizarre secret video.


You'll find a piano twice in the game, once in Part One, Chapter Seven and again in Part Three, Chapter Seven. Go up to it and start playing – Max will perform a bad version of the *Max Payne* theme tune.

Painkillers from the table on the right) and through the door.

● You'll be welcomed in this reception area to the sound of Lords & Ladies on the TV in the corner, but you should be more concerned with the small army-sized amount of commandos coming up the stairs. Head through the door with the 'Exit' sign above it and get ready. As soon as they spot you, backtrack and wait for them to come after you (see 47). Four will, plus there's one more on the stairs below. Go all the way down to the bottom of the staircase and you'll come out in an underground garage. There are four more commandos here to deal with, but you'll find plenty of MP5s and a couple of Kalashnikovs in the back of the black van here. Start to walk up the slope and the level ends.

CHAPTER TWO:

ON A CRASH COURSE

You're back in Vlad's Vodka club, but it's looking more plush since you were last in here. From the top, don't waste any time talking to the four guards in the lobby, just blow them away and pick up the two Painkillers on the box by the bar. Another guard will appear from the door on the far right, so kill him then head down the back side of the bar. The room at the end contains an M4 Carbine and a new weapon, the Striker. This is a high-powered single shot weapon, but its slow reload time makes it only really useful for single enemies.

● The M4 Carbine, though, is perfect for any situation. You'll also find a couple of Painkillers here, then you need to go back along the rear of the bar and through the doors in front of you into the kitchen (see 48). You'll find two more guards in the kitchen, and a wall cabinet on the far right of the room with four more Painkillers in it.

● You'll be fired upon as soon as you enter the next large room, so go into Bullet Time and quickly kill the two guards on your left, then the one on the far right, then the one at the top of the area. There's little else of interest in this room, so head up the stairs to the top. There are four more guards to deal with now – you'll find two at the door on the far right, and two more just past here in the next area. When you've killed the lot, head over to the far left corner (behind the boxes) for some more (and very much needed) Carbine and Striker ammo.

● Go back over to the exit for this area, and go up the stairs. There's a single guard at the top (who, conveniently for you, is stood right next to a jerry can), then go through to the next area, and kill the two nervous guards – listen to their conversation and you'll find out why they are crapping their pants. Enter the room that they were guarding and there's loads to find. For starters, there are two Painkillers in the cabinet to the right, then there are two more on the box next to here

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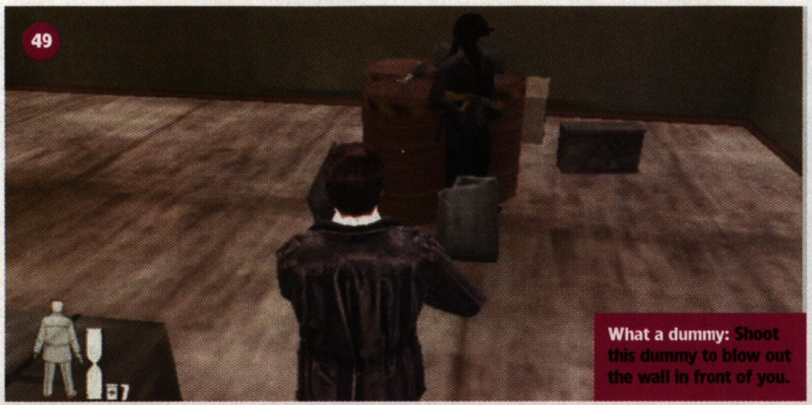
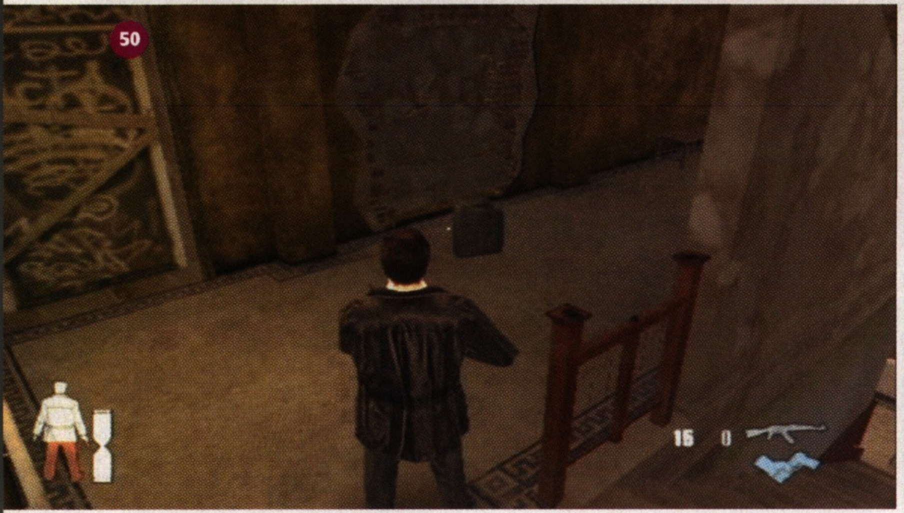

49

What a dummy: Shoot this dummy to blow out the wall in front of you.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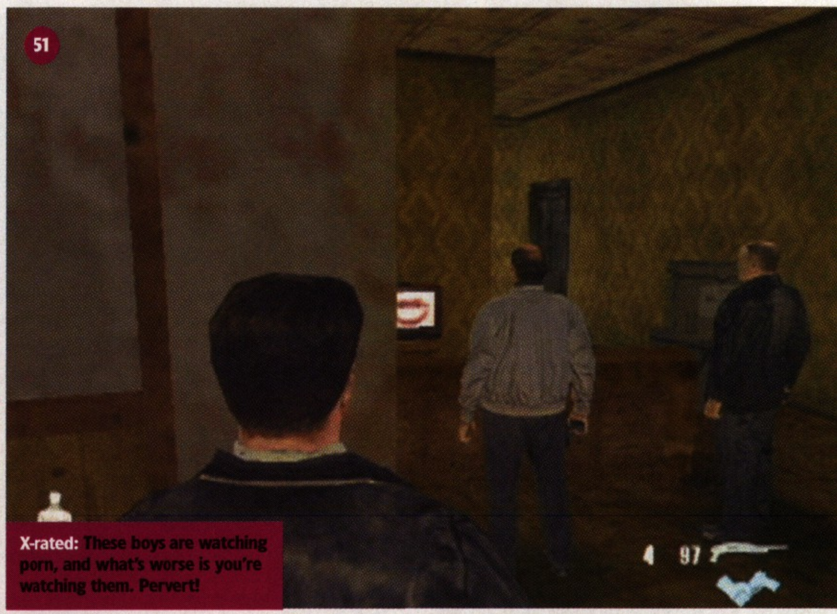

51

X-rated: These boys are watching porn, and what's worse is you're watching them. Pervert!

52

53

and a couple of loads of Kalashnikov ammo, too.

- The first thing you'll notice about the next location is the dummy strapped to a rather considerable amount of explosives (see 49). Try to ignore this (it's easier said than done!) for now and continue around the room – picking up a load of MP5 ammo on the way. When you get to the end you'll stumble upon two guards, so make sure you take them neatly by surprise. Go back to that dummy (although don't stand too close, obviously) and blow it up to blast a large hole in the wall next to it.
- Look through the hole and you'll spot two guards on the walkway – one fairly close, the other further away in the distance. After experimenting with several methods, we found that just flicking into Bullet Time and offing them as quickly as possible with something large and powerful was the best option. Feel free to be more stealthy! Go up and along the metal walkway, but watch out from attacking fire from below. When you get to the end, turn around and look down. You should be able to spot a guard shooting at you from a doorway on the left. Using the sights on the MP5, zoom in on him and kill both him and the guard that quickly appears afterwards.
- Go down to the room the guards appeared from and kill the next two, then the two that come out from the door on the right – keep in Bullet Time and you should be fine, but don't be afraid to back off for a bit to take a few Painkillers. When the coast is clear, head down the stairs and into the garage. There are three guards in here, but they're pretty preoccupied, so kill them quickly and mop up the staggering amount of booty on off here – five Kalashnikovs, a Desert Eagle, Shotgun ammo and some Grenades. There are also two Painkillers in a cabinet by the door and three more in a red crate to the right of one of the vans, so don't go forgetting them, eh?
- Go through the door, up the stairs (watching out for the guard who jumps out on you), then kill the guards on the next level with a well-timed grenade. Continue up the stairs and Vlad's office is on the right. Watch out for the two guys on a conference call to Vlad, then the scene sets on another level.

CHAPTER THREE:
A MOB WAR

Everyone's out to kill each other now, so there are guards and cleaners in every direction you look. Head into the abandoned apartment block and watch out for the door at the bottom of the stairs, as two commandos pour out of it. Another one will come down the stairs after that, so kill him and head up two flights of stairs. At the top is an area of plaster with a jerry can in front of it (see 50). Shoot this and the exit's revealed.

- Work your way through the old apartment and, when you see a hole in the wall, jump through it and into the room on the other side (containing, oddly, a tramp watching TV and some Painkillers). Head around the corner, over the metal balcony and through the door to the right. Immediately head down the stairs on the left and, when you see two guards run in front of you, follow them into the room on the left. There's another guard in the next room and, sadly, the way out is through the window...
- Walk carefully across the planks, ignoring the guards firing on you from below, and through the window on the other side. Now go through the flat and, when you reach the hallway, head for the stairs and take them to the top of the building. There's a great conversation to drop in on with the two porn-loving guys in the room here, so listen in (see 51), kill them and then nip into their bathroom for four Painkillers. Walk down to the floor below.
- There are two more guards just around the corner here and a new set of planks to walk across. The good news is there aren't any guards firing up at you, but the bad news is that if you drop off, you die. Save before starting, then walk carefully along, lining Max up perfectly when he comes to a new plank. Pick up the Painkillers on the other side, and then go over to the doorway on the left.

CHAPTER THREE
CONTINUED...

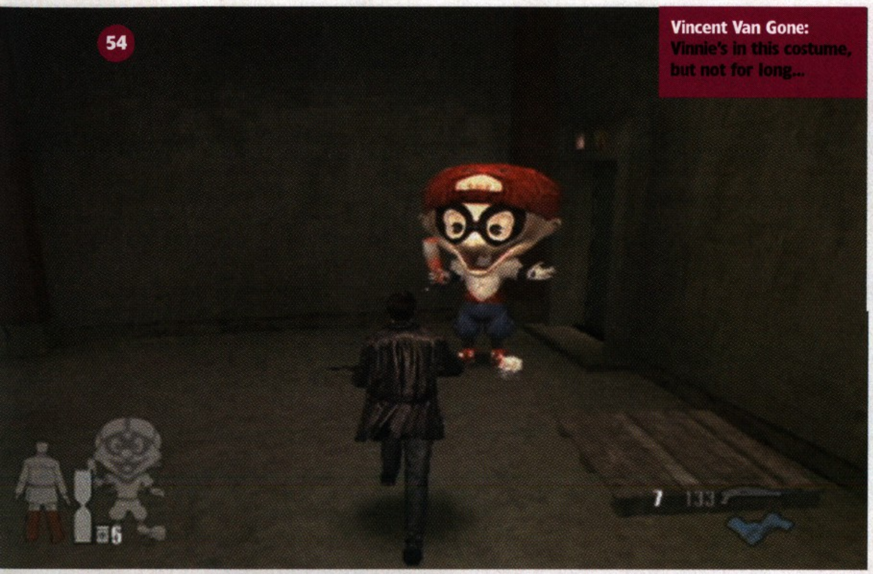
You'll join these guards for a while, so follow them down the stairs (there's some Striker ammo right at the top of the stairs if you're interested) and head out onto the street at the bottom. Vlad's guards will pour out to kill you all, so hang back and let the three guys with you take them on. It'll only be a matter of time before they're all wiped out, so head out then and mop up any remaining guards.

- Head down the road and, when you come to a burning car on the left, shoot out the panel to the left of it to find a secret area (see 52). In here is a load of Striker ammo. Go back out into the street and over to the green door. If you walk down the alleyway here a van turns up and, when you kill all the guards, the level ends.

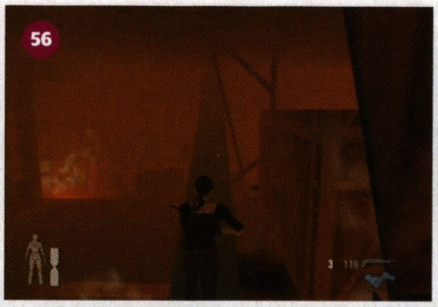
CHAPTER FOUR
DEAREST OF ALL MY FRIENDS

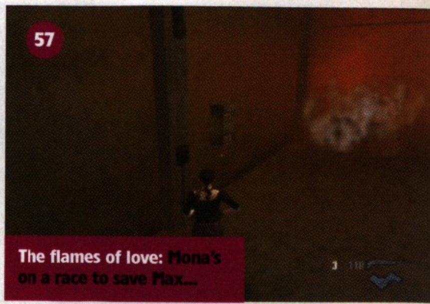
It's time for a spot of comedy in this bleak game. Vinnie been duped into wearing a Baseball Bat Boy costume complete with a bomb attached to the head. He's asking for your help and, oddly, you accept. Basically, the aim here is to guide Vinnie through the level, killing off the guards before they can get to him.

- From the start, go to the locker to the right of you for two Painkillers. Three guards come into the room, so be ready to flip into Bullet Time as soon as you see the first of them. Go around the corner to where Vinnie is for a couple of Painkillers and loads of ammo.
- Vinnie warns you that the guards are coming over the wall, so go out of the building into the yard and keep firing (see 53) (you'll need to kill six of them) until Vinnie tells you to come back – go through the door on the far left and then, in the next room, you should find another much needed Painkiller.
- You've got to follow Vinnie quite closely now. When he enters the warehouse, look up and to the right, as two well-armed guards are about to come through a high window. Kill them and Vinnie will walk over to the corner of the room – pick up the three Painkillers on the crate on the left on your way. When he can't get his head through the door, he suggests going back a different way and off he goes (see 54)... three guards come after him, though, so kill them before they get to Vinnie or it's bad news....
- There are four more Painkillers in the wall cabinet in the next area, and it's a wise Max who doesn't follow Vinnie when he heads into the lift. Guards will pour out of the door to the left of the elevator, so use Bullet Time to kill the lot, then go into their room for loads of ammo and more Painkillers. Take the stairs up and you'll enter Vinnie's apartment...
- You'll soon realise that Vinnie is a Baseball Bat Boy obsessive (try shooting off the posters from the

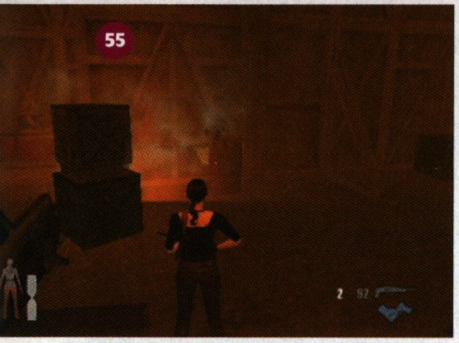


Vincent Van Gone: Vinnie's in this costume, but not for long...



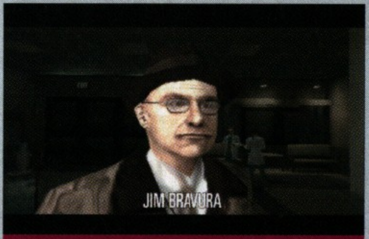


The flames of love: Mona's on a race to save Max...

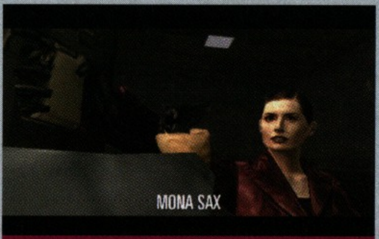


WHO'S THE BOSS?

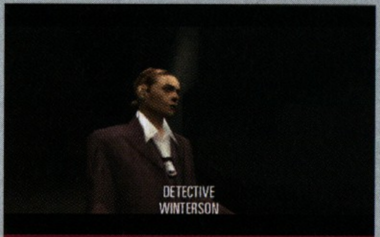
YOU'LL MEET A WHOLE LOAD OF CHARACTERS IN MAX PAYNE 2, THE MAJORITY OF WHICH, UNFORTUNATELY, WANT YOU DEAD.



Good or Bad? Good.Your boss. Filled to the donut-chopped face with cop show clichés.



Mona Sax: Bad... then good... then bad again... then we're confused.



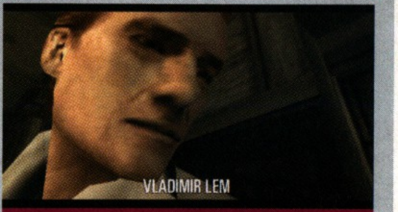
Detective Winterson: Misguided. She warns you off her case and gets mysterious calls.

MIKE THE COWBOY

Mike the Cowboy: Bad. Vlad's sidekick. Mike is a bit of a fan of Max's rep but still bad.

VINNIE GOGNITTI

Vinnie Gognitti: Tries hard to be a gangster, but doesn't really have the heart for it.



Vladimir Lem: There's some mutual respect but always watch your back...

wall!), even down to the Baseball Bat Boy duvet cover in his bedroom. Speaking of which, there's an answering machine in there with three messages on and they're worth listening too. Apart from that, though, you've got a chance for a short breather which you must be needing by now. Pick up the Painkillers and ammo from the cabinets by the entrance and there's another two in the cabinet behind the bar.

● Walk out onto the balcony and, after the commando has removed the temporary covering, kill the three of them that are down below. Vinnie will now feel brave enough to drop down, so follow him (watching out for the two commandos that turn up in the black van) and then tail Vinnie around the back of the building. There are a couple more guards here, so sort them out while a very thoughtful Vinnie opens up the door behind you.

● Vinnie will go and stand on the car, so on your way up the stairs to raise the lift, check out the boxes on top of the metal stacking frame for three more Painkillers. At the top of the stairs, raise the lift with the controller here and Vinnie will take you through to his van (watch out in the garage, though, as you'll get ambushed by three more blood thirsty commandos) and the end of the level.

CHAPTER FIVE:

A LOSING GAME

You're once again controlling Mona, who's on a mission to save Max. You don't have to worry about guards on this level, but you should be more concerned with the flames and exploding barrels.

● Head right and down the stairs. About halfway down, drop through the gap in the railings, along, to the right and up the wall partitions that make a ramp for you. Another one will collapse at the top, but don't go down just yet, as the next area is full of barrels. If you stay up where you are, you can pick off a few before dropping down and heading off to the left. Jump over the car cut-out and over to the left is a lone barrel (see 55). Shoot this and head into the exit it reveals.

● Head straight through the shower room and you'll come out in an open area. Stay back until the barrels have all exploded, then jump onto the long beam that drops from the ceiling (see 56). Walk about halfway up it, jump across to the wooden level on your right and, if you head over to the right edge, you can see that you're able to drop down into a corridor behind the flames.

● An exit is revealed in the next corridor when a wooden figure bursts through the wall. Head through here, look over to your left and you should see a giant green oil drum. Quickly run around to the right and you think you're up against a dead-end. Look on the wall nearby where you'll find four Painkillers, though, and you should spot a fire alarm (see 57). Activate this and the flames in the next room will be extinguished.

● Walk through and there's a mini power station in front of you, but we wouldn't advise walking into it. Instead, go through the silver door on the left and follow the rooms until you reach the switch for the power. Flick this and it's now safe to go through the generators. Go up the stairs at the back and go around the flames. You'll bump into what's left of Vinnie (and it's not much) and then all you have to do is climb the stairs at the back of the room to get back to Mona's apartment and Max.

CHAPTER SIX:

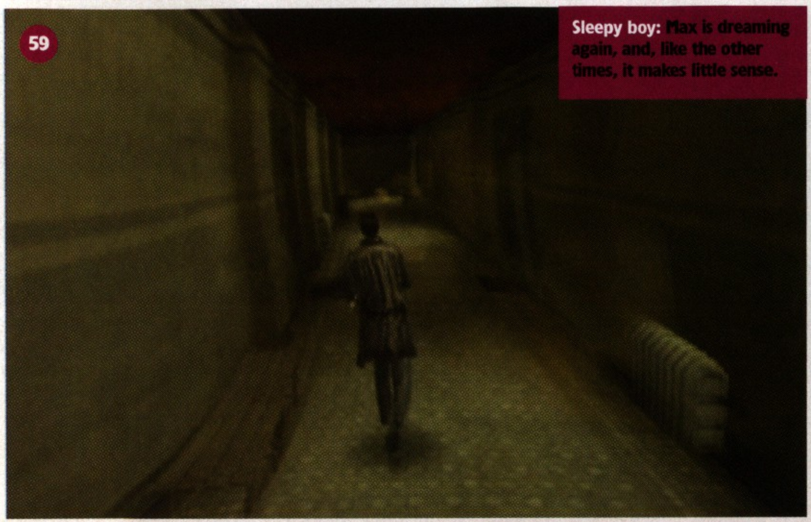
THERE ARE NO HAPPY ENDINGS

Ah, now we're locked in another of Max's twisted nightmares. As you'd expect, there's little point to it, but there are a couple of hidden gems to look for if you keep your eyes peeled.

● For example, when you're in the police station and your boss is lying in the hospital bed, go around to your desk and there's a board there. When Max is awake, this board is of little interest, but in this nightmare it delivers an ironic message for him... 'You are in a computer game' (see 58). Continue on a little further and, just past the janitor, you'll spy a TV. If you hang around you'll witness a game show, with Vinnie fighting for his life.

● Go through and, when the sky opens up above you (see 59), take the door at the end on the right, watch the next TV (there's something weird about watching TV in a videogame) for another juicy snippet into Max's extremely warped and twisted subconscious, then follow the path around and you'll come to a maze of doors. All routes eventually lead to the exit, thankfully, so just keep on going and, eventually, Mona will bring you back to reality.

59

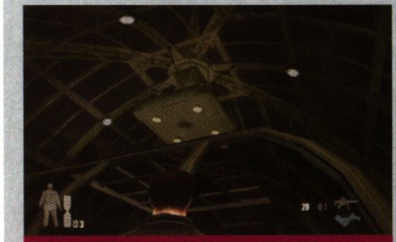


Sleepy boy: Max is dreaming again, and, like the other times, it makes little sense.

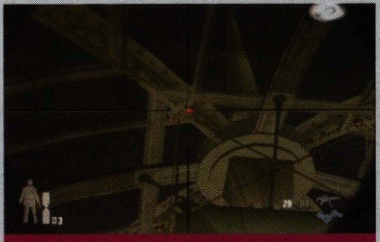
60

FINAL BOSS: VLAD

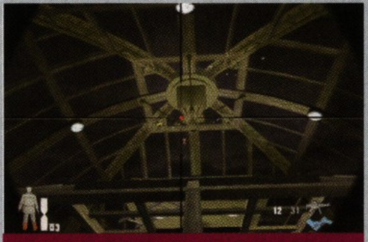
THE LAST BOSS OF A GAME IS USUALLY AN EXERCISE IN EXTREME PATIENCE, BUT YOU SHOULD BREEZE THROUGH VLAD'S LAST STAND WITH THE MINIMUM OF FUSS... IF YOU FOLLOW OUR CAREFULLY RESEARCHED ADVICE, THAT IS.



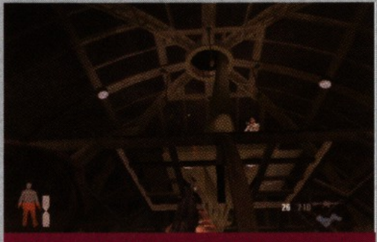
Well, he's pretty safely encamped at the top of this scaffolding and he's also got an unlimited supply of Molotov Cocktails to throw at you. If only there were some way of getting him down from there...



You need to shoot out three of these pins to begin with. It's easier with the sniper sights, but you can move around the level better when you're not in Sniper Mode. If you're quick you'll do it easily...



After you've knocked the first load of pins out, four more appear as the structure starts to collapse. These are harder to hit, but if you keep on the move and watch out for the bombs, then you'll be fine.



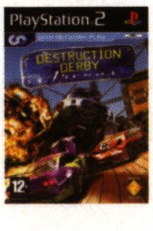
Vlad's on the platform just above you. It only takes a few direct shots to kill him, but it's getting him in position that's hard. Watch the underneath of the platform; then, when he's in view, get ready with something large...

CHAPTER SEVEN:

LOVE HURTS

You're under attack right from the start, so duck behind the black van for cover and pick off the commandos with your sniper sights on your MP5. There are three guards in this courtyard to deal with and some juicy ammo and Painkillers to be found by the other black van. Head through the main doors and into the house.

- You can't get through the next set of doors, but the clever guards on the other side are about to help you. When they blow up the ceiling, make sure you're stood up the steps near the doors, then you won't get hit by the falling debris (see 60).
- Arm yourself with a decent weapon and some Grenades before you enter the courtyard, as there are three guards in there. The best strategy is to throw in a couple of Grenades, then duck back for cover. After you've killed them (checking for weapons and Painkillers – they always drop at least one pack) and spoken to Mona, kill the next two who appear through the French windows. Go past their bodies and into the room behind them.
- There's a TV showing Lords and Ladies in here, plus three Painkillers in the cabinet to the right of it. Take care when you go in the next room, though, as there are two dangerous guards in here (see 61). Hide behind the bookcases to protect yourself and pop one in them when they start looking for you. More guards will appear on the level above you, so target them with the sniper sight. Mona will mop up any survivors when she arrives.
- When all the guards have been killed, more appear through the double doors (four more, to be exact). Again, these guys are tough cookies, so it's better to be careful rather than wading in all guns blazing. There's a corridor behind them with three more Painkillers on the chair at the end.
- The next room is even tougher. There are two guards for starters, but more appear in the alcoves above, so you've got to be quick. Flip into Bullet Time and you should be able to clear the lot without too much stress – especially as you'll have Mona helping you. One more guard opens the double doors for you, so kill him, then the two guards on the stairs in front of you. There's a cabinet at the top of the staircase containing a Desert Eagle handgun and another Painkiller. There are also two more guards. After you've offed them, head into the room on the right.
- Check out the screens in this security room to get up to speed on where everyone is (see 62), then look in the cabinets on the other side of the room for some Painkillers and ammo. The next room has a TV going but little else of interest, but watch out for the two guards that suddenly appear when you go to leave the room.
- The next challenge in this long and difficult level has you back outdoors again. Lob a couple of Grenades down and that should clear them out pretty well. Go down the stairs to collect a load of ammo and Painkillers (both from the guards and from a pile in one of the corners). Now head back up the stairs and continue on. You'll soon meet up with Mona, so keep going through the house until



smash your mates

PlayStation 2 NETWORK ENTERTAINMENT

Wherever your mates are, you can now broadside them via broadband in Destruction Derby Arenas. Other Network titles include EverQuest,

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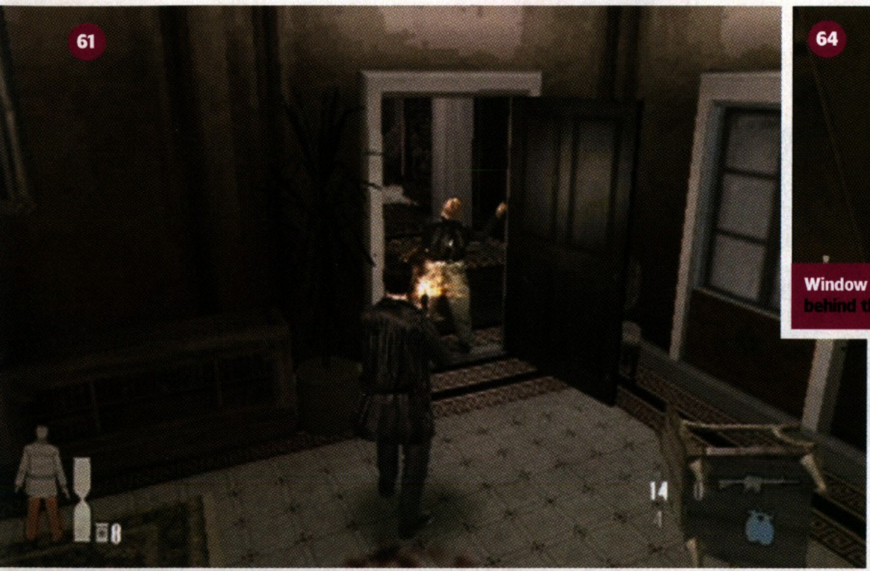
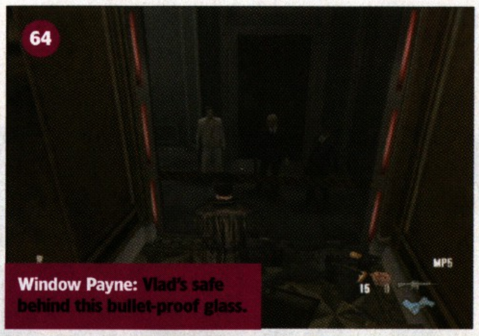
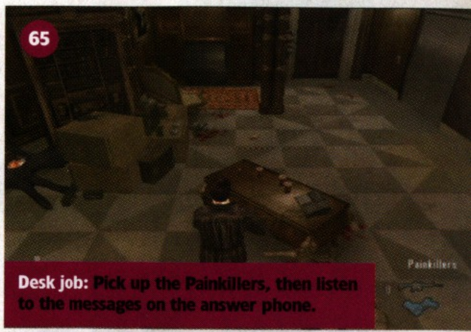
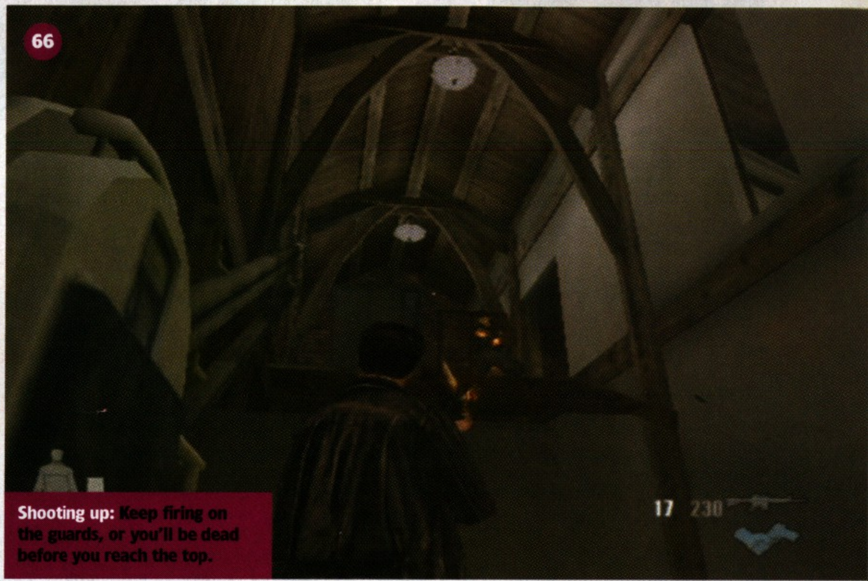




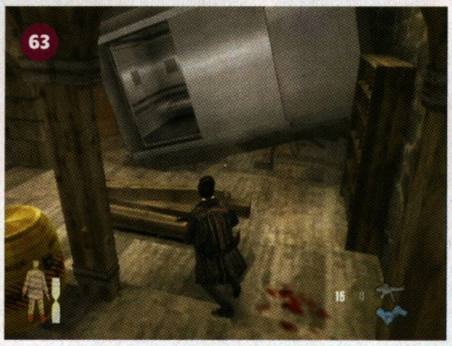
Window Payne: Vlad's safe behind this bullet-proof glass.



Desk job: Pick up the Painkillers, then listen to the messages on the answer phone.



Shooting up: Keep firing on the guards, or you'll be dead before you reach the top.



you're back outside once more. Kill the few guards here and the level ends.

CHAPTER EIGHT:

THAT OLD FAMILIAR FEELING

It's the final level of the game and, as you'd expect, it's on the tough side. Go through the door and kill the guard immediately to your left. There's about to be an almighty explosion, so duck into the metallic panic room (see 63), collect the Painkillers here and wait for the explosions to finish. When everything goes quiet, open the door and walk around the corner.

- Drop down the large hole to the right and head through the next door. There are two dangerous guards here, so go into Bullet Time to kill them. You want to be fairly quick here, as there's another explosion that's about to go off, so pick up the ammo and Painkillers here and go through.
- You'll catch a glimpse of Vlad in this next room, but you won't catch him up. There are still explosions going off all around you, though, so I wouldn't hang about if I were you. Run up the stairs, leap over the collapsing area and through the next door. There's one more guard here that leaps out in front of you, then head to the door around the corner from that to go on to the final part...

CHAPTER EIGHT

CONTINUED...

For starters, go up the metal staircase. As you walk through the door at the top, you'll hear the now familiar sound of a Grenade being thrown, so quickly backtrack so that the door closes again. When the fireworks have died down, go back through the door and kill the two guards on the stairs around the corner. There are two more around the next corner, plus a meeting with Vlad – albeit through bullet-proof glass (see 64).

- When the glass goes back, open the doors in front of you and, again, backtrack. This way it's far easier to kill the two guards when they burst through after you. A good indication that you're nearing the final boss is this next room, as it's packed with loads of Painkillers and ammo (see 65). You can also switch on the TV for a news report, or listen to Woden's answering machine for a few heartfelt messages. When you've finished here, jump into the lift.
- Get ready to fire as soon as the lift opens, as there are two guards in Woden's bedroom and another one on the balcony above. Kill the two on the bottom first. When they're all dead, go through the door on the left and press the switch right in front of you to bring the lift down. Unfortunately, Vlad is at the top and presses the bottom to bring it back again. So, when the lift has returned, press it again and this time it will come all the way down. Vlad is shooting at you from the top, but if you fire off a couple of rounds, he'll soon duck out of sight.
- Jump onto the lift and press the button at the far end. You'll have to deal with Vlad here, and he's dangerous and accurate. Crouch down (you'll avoid serious damage if you do) and keep popping shots at Vlad when he turns up. Two more commandos come out of the door at the back, so flip into Bullet Time and you should be able to kill them pretty quickly (see 66). When the lift reaches the top, head through the door and you're ready for the final battle... Check out the boxout on the previous page to discover how to achieve victory! ■

up from a distance

fun, anyone?

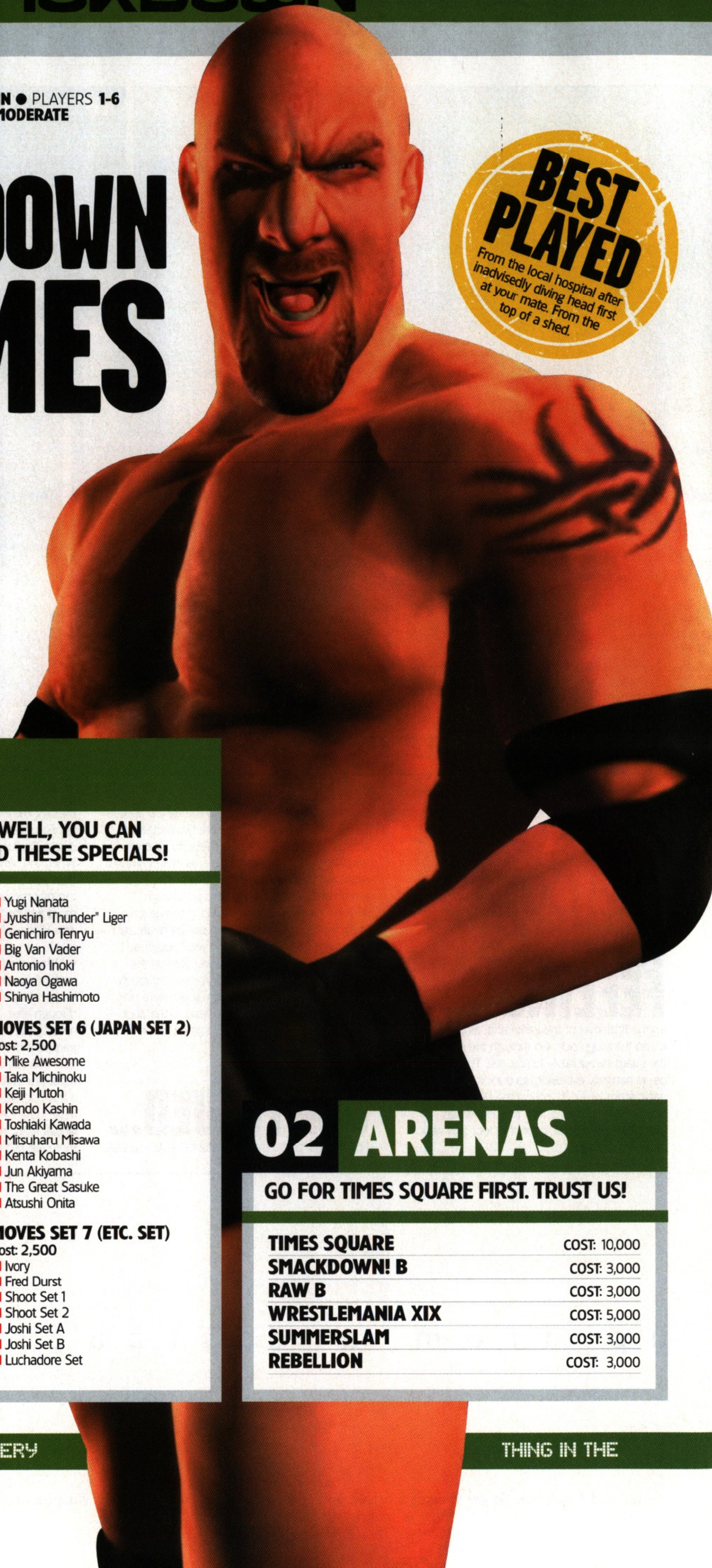
My Street and Amplitude. So get yourself a broadband connection, a PlayStation Network Adaptor and tell your mates to fasten their seatbelts.

PlayStation.2

THE FACTS: **HERE COMES THE PAIN** ● PLAYERS **1-6**
● MEMORY CARD SPACE **266KB** ● DIFFICULTY **MODERATE**
● COMPLETION TIME **TWO WEEKS**

WWE SMACKDOWN HERE COMES THE PAIN

A complete list of everything you can unlock in Season Mode – aren't you lucky?



BEST PLAYED

From the local hospital after inadvisedly diving head first at your mate. From the top of a shed.

01 MOVE SETS

IS YOUR FAVOURITE WRESTLER NOT IN THE GAME? WELL, YOU CAN SOON FIX THAT WITH A SPLASH OF CREATIVITY AND THESE SPECIALS!

MOVES SET 1 (USA SET 1)
COST: 2,500
- William Regal
- Al Snow
- Spike Dudley
- Bradshaw
- Farooq
- Billy Gunn
- Chuck Palumbo
- Billy Kidman
- Scotty 2 Hotty
- Tazz

MOVES SET 2 (USA SET 2)
COST: 2,500
- Bob Holly
- Jaimie Noble
- Rosey/Jamal
- Tommy Dreamer
- Bill DeMott
- Sho Funaki
- Shane McMahon
- Dean Malenko

MOVES SET 3 (USA SET 3)
COST: 2,500
- Crash Holly
- Jeff Hardy
- Raven
- X-Pax
- DDP
- D-Lo Brown
- Justin Credible
- Godfather
- Steve Blackman
- Big Bossman
- Essa Rios
- Road Dogg
- Razor Ramon

MOVES SET 4 (USA SET 4)
COST: 2,500
- Mr Perfect Curt Hennig
- Mick Foley
- Bret Hart
- Andre The Giant
- Bob Backlund
- Terry Funk
- Sting
- Jeff Jarrett
- Huk Hogan
- Ultimate Warrior

MOVES SET 5 (JAPAN SET 1)
COST: 2,500
- Perry Saturn
- Ken Shamrock
- Kensuke Sasake
- Masa Chono
- Hiroyoshi Tenzan
- Manabu Nakanishi
- Yugi Nanata
- Jyushin "Thunder" Liger
- Genichiro Tenryu
- Big Van Vader
- Antonio Inoki
- Naoya Ogawa
- Shinya Hashimoto

MOVES SET 6 (JAPAN SET 2)
Cost: 2,500
- Mike Awesome
- Taka Michinoku
- Keiji Mutoh
- Kendo Kashin
- Toshiaki Kawada
- Mitsuharu Misawa
- Kenta Kobashi
- Jun Akiyama
- The Great Sasuke
- Atsushi Onita

MOVES SET 7 (ETC. SET)
Cost: 2,500
- Ivory
- Fred Durst
- Shoot Set 1
- Shoot Set 2
- Joshi Set A
- Joshi Set B
- Luchadore Set

02 ARENAS

GO FOR TIMES SQUARE FIRST. TRUST US!

TIMES SQUARE	COST: 10,000
SMACKDOWN! B	COST: 3,000
RAW B	COST: 3,000
WRESTLEMANIA XIX	COST: 5,000
SUMMERSLAM	COST: 3,000
REBELLION	COST: 3,000

BEAT THIS → WE WANT YOU TO UNLOCK EVERY THING IN THE

03 UNLOCKABLE ATTIRE

IT WON'T MAKE THEM HIT ANY HARDER, BUT IT MAY MAKE THEM LOOK COOLER WHILE THEY DO...

THE ROCK
COST: 8,000
- Blue Brahma Bull
- Red Brahma Bull
- Leather Jacket And Bull Belt

STEVE AUSTIN
COST: 8,000
- Black Short Pants
- T-Shirt And Short Jeans
- Leather Vest And Short Jeans

TRIPLE H
COST: 8,000
- Purple Short Pants
- Red Short Pants
- Black Short Pants

UNDERTAKER
COST: 8,000
- Black Pants
- T-Shirt And Black Pants

ROB VAN DAM
COST: 6,000
- Two Shoulder With Dragon
- Green Two Shoulder
- Blue Two Shoulder

KURT ANGLE
COST: 8,000
- Blue And Red
- Red A

CHRIS JERICHO
COST: 6,000
- Green Tights
- Blue Tights
- Jacket

CHRIS BENOIT
COST: 6,000
- Blue Tights
- Black Tights

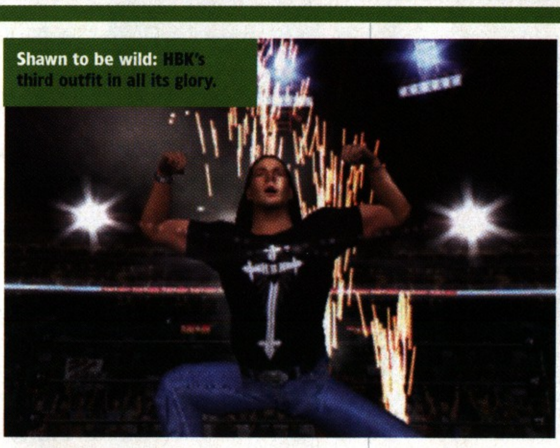
KANE
COST: 6,000
- Mask Off
- Mask (And Hair)

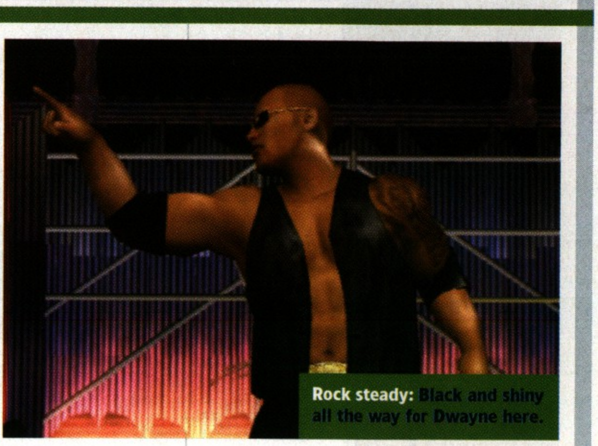
BIG SHOW
COST: 6,000
- One Shoulder
- Two Shoulder

EDGE
COST: 6,000
- Purple Tights
- Blue Tights

SCOTT STEINER
COST: 6,000
- Black Tights
- Black Jeans

STEPHANIE MCMAHON
COST: 5,000
- Black (Leather Outfit)
- Business Suit


Shawn to be wild: HBK's third outfit in all its glory.


Rock steady: Black and shiny all the way for Dwayne here.

VINCE MCMAHON
COST: 5,000
- Black
- Business Suit

ERIC BISCHOFF
COST: 3,000
- Kung Fu Suit
- Leather Jacket

RIC FLAIR
COST: 6,000
- Red Short Pants
- Purple Short Pants
- Blue Short Pants

RICO
COST: 2,000
- Panther Tights
- Panther Business Suit

BROCK LESNAR
COST: 8,000
- Black Short Pants
- T-Shirt And Jersey

SHAWN MICHAELS
COST: 6,000
- Red Tights
- Brown Tights
- T-Shirt And Short Jeans

BRA & PANTIES

BRA AND PANTIES 1 (TORRIE WILSON)
COST: 8,000
- Pink
- Green
- Blue

BRA AND PANTIES 2 (SABLE)
COST: 8,000
- Pink
- Blue
- Black

BRA AND PANTIES 3 (STACY KEIBLER)
COST: 8,000
- White
- Blue
- Pink

BRA AND PANTIES 4 (TRISH STRATUS)
COST: 8,000
- Black
- Red
- Purple

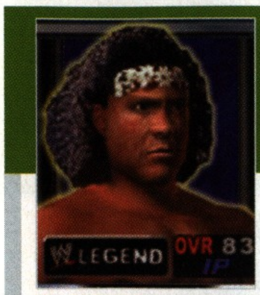
BRA AND PANTIES 5 (LITA)
COST: 8,000
- Violet
- Brown
- Green

BRA AND PANTIES 6 (JAZZ)
COST: 8,000
- Blue
- Yellow
- Red

BRA AND PANTIES 7 (VICTORIA)
COST: 8,000
- Pink
- Purple
- Black

LOADING SCREENS
- **5,000** – Diva's Loading Screen 1 (Torrie Wilson)
- **5,000** – Diva's Loading Screen 2 (Sable)
- **2,000** – Diva's Loading Screen 3 (Stacy Keibler)
- **2,000** – Diva's Loading Screen 4 (Trish Stratus)
- **2,000** – Diva's Loading Screen 5 (Lita)
- **2,000** – Diva's Loading Screen 6 (Jazz)
- **2,000** – Diva's Loading Screen 7 (Victoria)

GAME. IN JUST ONE SEASON. ■



JIMMY SNUKA

THE MAN WHO INSPIRED MICK FOLEY TO DO ALL THOSE INSANE STUNTS...

COST: 35,000

- STRENGTH 8
- SUBMISSION 7.5
- ENDURANCE 8.5
- TECHNIQUE 8.5
- SPEED 9

BASES
Ring In Move – Normal
Ring Out Move – Quick
Taunt
Right analogue stick ↓ – Taunt Jimmy Snuka
Right analogue stick ← – Taunt Samoan
Right analogue stick ↑ – Taunt Jimmy Snuka
Right analogue stick → – Taunt Samoan
Fighting Style – Wrestling 1
Walking Style – Normal
Running Style – Normal
Winning Style – Jimmy Snuka
Entrance
Movie – Logo
Moves – Jimmy Snuka
Music – No Music

READY MOVES
ATTACK
↓ ⊗ – Dropkick 2
↙/↘ ⊗ – Toe Kick 1
← ⊗ – Back Elbow Smash
↖/↗ ⊗ – Enzuigiri 2
↑ ⊗ – Mongolian Chop
→ ⊗ – Slap 2

GRAPPLE
Submission Grapple (↓)
Grapple 5
↓ ◎ – Armbar 2
← ◎ – Headlock 1
↑ ◎ – Big Shoulder Claw
→ ◎ – Queen Arm Scissors
Signature Grapple (←)
Grapple 10
↓ ◎ – Front Dropkick 6
← ◎ – Throat Thrust 10
↑ ◎ – Headbutt 4
→ ◎ – Suplex 4
Power Grapple (↑)
Grapple 11
↓ ◎ – Piledriver 1
← ◎ – Scoop Slam 2
↑ ◎ – Strength 1
→ ◎ – Backbreaker 10
Quick Grapple (→)
Grapple 4
↓ ◎ – Double Knee Attack
← ◎ – Snuka Backhand Blow
↑ ◎ – Headbutt 3
→ ◎ – Russian Leg Sweep 1

GRAPPLE ATTACK (Q)
First – Grapple Punch 1
Second – Grapple Body Attack 1
Third – Grapple Throat Thrust

BACK ATTACK
◎ – Irish Whip
↓ ◎ – Eddie Cradle Pin
← ◎ – Back Suplex 1
↑ ◎ – Elbow To Back Of Head 2
→ ◎ – Bulldog 4
(Groggy) ↓ ◎ – School Boy Pin 2
(Groggy) ← ◎ – Back Suplex 7
(Groggy) ↑ ◎ – Sleeper Hold 2
(Groggy) → ◎ – Forearm Smash

EDGE OF THE CELL
Facing ◎ – It Thrusts Down
Facing (any direction) ◎ – It Thrusts Down
Back ◎ – It Thrusts Down
Back (any direction) ◎ – It Thrusts Down

GROUND
ATTACK
⊗ – Angry Stomp
↓/↑ ⊗ – Elbow Drop 2
←/→ ⊗ – Falling Headbutt

GRAPPLE
(Upper) ◎ – Raise
(Upper) ↓ ◎ – Pin Fall
(Upper) ← ◎ – It Bites A Forehead 2
(Upper) ↑ ◎ – Mounted Punching 2
(Upper) → ◎ – Neck Lock
(Lower) ◎ – Raise
(Lower) ↓ ◎ – Pin Fall
(Lower) ← ◎ – Knee Smash 1
(Lower) → ◎ – Raise & Knee Strike
(Lower) ↑ ◎ – Mexican Stretch 2

TURNBUCKLE
ATTACK
(Groggy) ⊗ – Turnbuckle Clothesline
(Groggy) Any direction + ⊗ – Turnbuckle Clothesline
(Upper) ⊗ – Turnbuckle Dropkick 2

GRAPPLE
(Groggy) ◎ – Irish Whip
(Groggy) ↓ ◎ – Big Chop
(Groggy) ← ◎ – Kick & Waiting
(Groggy) ↑ ◎ – Monkey Flip
(Groggy) → ◎ – Big Back Chop 1
(Upper) ◎ – Raise The Opponent Up
(Upper) any direction + ◎ – Mudhole Stomping 3

BACK ATTACK
(Groggy) ◎ – Irish Whip
(Groggy) ↓ ◎ – Illegal Pin
(Groggy) ← ◎ – Dropkick & School Boy Pin
(Groggy) ↑ ◎ – Super Back Suplex
(Groggy) → ◎ – 10 Turnbuckle Smash

ROPE OPPONENT
ROPE DOWN
(Groggy) ◎ – Irish Whip

REBOUND ATTACK
(Standing) △ + ⊗ – Slingshot Body Splash ↓
(Down) △ + ⊗ – Slingshot Body Splash 1
(Outside Ring) △ + ⊗ – Vaulting Body Press 2

JUMP DOWN OVER
(Outside Ring) ⊡ + ⊗ – Rope Flip 2

AERIAL
STAND
← ⊗ – Diving Cross Body Pin
→ ⊗ – Missile Dropkick

DOWN
⊗ – Elbow Drop 3
↓ ⊗ – Diving Headbutt 1
↑ ⊗ – Elbow Drop 3

RUNNING
ATTACK
⊗ – Flying Headbutt
Any direction and ⊗ – Dropkick 5

GRAPPLE
◎ – Irish Whip
Any direction and ◎ – Turn Behind
(Groggy) ◎ – Head Pound 1
(Groggy) any direction and ◎ – School Boy Pin 1

BACK ATTACK
◎ – Bulldog 4
(Groggy) ◎ – School Boy Pin 2

SQUATTING ATTACK
△ + ⊗ – Elbow Drop 11
Any direction △ + ⊗ – Running Flip Splash

COUNTER
◎ – Back Drop 2
↓/↑ ◎ – Hip Toss 2
←/→ ◎ – Whirl Backbreaker

DOUBLE TEAM
STAND
◎ – Low Blow & Knee Attack
↓ ◎ – Dropkick & Rolling Clutch
← ◎ – Double Suplex 1
↑ ◎ – Double Clothesline
→ ◎ – Double Dropkick

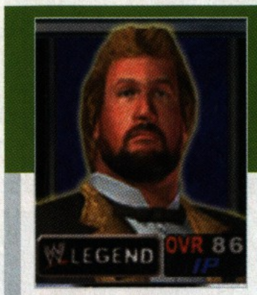
TURNBUCKLE
◎ – Irish Whip
↓ ◎ – Whip & Lay Down
← ◎ – Mudhole Stomping 1
↑ ◎ – Calf Kick & Sweep
→ ◎ – Kick To Gut

SPECIAL
SPECIAL
L1 – Superfly
Any direction and L1 – Jimmy Snuka Special

FAVOURITES
1 Headbutt 3
2 Headbutt 4
3 Piledriver 1

WEAPON SPECIAL
L1 – DDT
Any direction and L1 – DDT

COMBINATION MOVES
First – Back Chop 1
Second – Back Elbow Smash
Third – Mongolian Chop ■



TED DIBIASE

ONE OF THE GREATEST HEELS, WITH ONE OF THE GREATEST EVIL LAUGHS!

COST: 35,000

- STRENGTH 7
- SUBMISSION 10
- ENDURANCE 8
- TECHNIQUE 9
- SPEED 9

BASES
Ring In Move – Normal
Ring Out Move – One Handstand Ring Out
Taunt
Right analogue stick 2 – Ted DiBiase 2
Right analogue stick 4 – Ted DiBiase 1
Right analogue stick 8 – Ted DiBiase 2
Right analogue stick 6 – Ted DiBiase 1
Fighting Style – Wrestling 1
Walking Style – Normal
Running Style – Normal
Winning Style – Ted DiBiase
Entrance
Movie – Logo
Moves – Ted DiBiase
Music – No Music

READY MOVES
ATTACK
↓ ⊗ – Clothesline 3
↙/↘ ⊗ – Toe Kick 1
← ⊗ – Back Chop 1
↖/↗ ⊗ – Snap Jab
↑ ⊗ – Double Axe Handle 2
→ ⊗ – Austin Punches 1

GRAPPLE
Submission Grapple (↓)
Grapple 5
↓ ◎ – Headlock Takedown
← ◎ – Wrist & Arm Wrench
↑ ◎ – Snapmare & Neck Lock
→ ◎ – Jumping Armbreaker 2
Signature Grapple (←)
Grapple 10
↓ ◎ – Double Arm Suplex 1
← ◎ – Gutwrench Suplex 1
↑ ◎ – Belly To Belly 4
→ ◎ – Suplex 5
Power Grapple (↑)
Grapple 11
↓ ◎ – Piledriver 1
← ◎ – Neckbreaker 3
↑ ◎ – Backbreaker 10
→ ◎ – Manhattan Drop 1
Quick Grapple (→)
Grapple 4
↓ ◎ – Russian Leg Sweep 1
← ◎ – Ric Flair Back Chop 1
↑ ◎ – Elbow To Back Of Head 1
→ ◎ – Head To Knee

GRAPPLE ATTACK (⊗)
First – Grapple Elbow Strike 1
Second – Grapple Elbow Strike 1
Third – Grapple Elbow Strike 3

BACK ATTACK
◎ – Irish Whip
↓ ◎ – Atomic Drop
← ◎ – Russian Leg Sweep 2
↑ ◎ – Forearm Smash
→ ◎ – Backbreaker 6
(Groggy) ↓ ◎ – School Boy Roll Up
(Groggy) ← ◎ – Back Suplex 4
(Groggy) ↑ ◎ – Abdominal Stretch 1
(Groggy) → ◎ – Low Blow 6

EDGE OF THE CELL
Facing ◎ – It Thrusts Down
Facing (any direction) ◎ – It Thrusts Down
Back ◎ – It Thrusts Down
Back (any direction) ◎ – It Thrusts Down

GROUND
ATTACK
⊗ – Angry Stomp
↓/↑ ⊗ – Elbow Drop 1
←/→ ⊗ – Elbow Drop 2

GRAPPLE
(Upper) ◎ – Raise
(Upper) ↓ ◎ – Pin Fall
(Upper) ← ◎ – Ric Flair Knee Drop
(Upper) ↑ ◎ – Fury Punch 8
(Upper) → ◎ – Sleeper Hold 8
(Lower) ◎ – Raise
(Lower) ↓ ◎ – Pin Fall
(Lower) ← ◎ – Leg Lock 8
(Lower) → ◎ – Knee Smash 1
(Lower) ↑ ◎ – Kick To Leg 2

TURNBUCKLE
ATTACK
(Groggy) ⊗ – Turnbuckle Clothesline
(Groggy) Any direction + ⊗ – Turnbuckle Clothesline
(Upper) ⊗ – Knee Attack 1

GRAPPLE
(Groggy) ◎ – Irish Whip
(Groggy) ↓ ◎ – Superplex 1
(Groggy) ← ◎ – Big Back Chop 1
(Groggy) ↑ ◎ – Superplex 2
(Groggy) → ◎ – Shoulder Thrust
(Upper) ◎ – Raise The Opponent Up
(Upper) any direction + ◎ – Pushes Turnbuckle

BACK ATTACK
(Groggy) ◎ – Irish Whip
(Groggy) ↓ ◎ – Illegal Pin
(Groggy) ← ◎ – Super Back Suplex
(Groggy) ↑ ◎ – Turnbuckle Smash
(Groggy) → ◎ – Super Back Suplex

ROPE OPPONENT
ROPE DOWN
(Groggy) ◎ – Choke 3

REBOUND ATTACK
(Standing) △ + ⊗ – Kurt Shoulder Block
(Down) △ + ⊗ – Dropkick To Knee 4
(Outside Ring) △ + ⊗ – Vaulting Body Press 2

JUMP DOWN OVER
(Outside Ring) ⊡ + ⊗ – Dive Through Ropes

AERIAL
STAND
← ⊗ – Double Axe Handle 3
→ ⊗ – Diving Elbow Bat

DOWN
⊗ – Elbow Drop 3
↓ ⊗ – Elbow Drop 3
↑ ⊗ – Elbow Drop 3

RUNNING
ATTACK
⊗ – Back Elbow Attack 3
Any direction and ⊗ – Kurt Shoulder Block

GRAPPLE
◎ – Irish Whip
Any direction and ◎ – Turn Behind
(Groggy) ◎ – Neckbreaker 1
(Groggy) any direction and ◎ – Sunset Flip Pin 1

BACK ATTACK
◎ – Hurricane Neckbreaker
(Groggy) ◎ – School Boy Pin 2

SQUATTING ATTACK
△ + ⊗ – Elbow Drop 11
Any direction △ + ⊗ – Dropkick To Knee 4

COUNTER
◎ – Powerslam 1
↓/↑ ◎ – Sleeper Hold 4
←/→ ◎ – Back Drop 2

DOUBLE TEAM
STAND
◎ – Double Suplex 1
↓ ◎ – Double DDT
← ◎ – Double Suplex 1
↑ ◎ – Double Clothesline
→ ◎ – Double Beat Head

TURNBUCKLE
◎ – Irish Whip
↓ ◎ – Whip & Lay Down
← ◎ – Mudhole Stomping 1
↑ ◎ – Spike Piledriver
→ ◎ – Body Splash & Whip

SPECIAL
SPECIAL
L1 – Million $ Dream
Any direction and L1 – Million $ Fist Drop 1

FAVOURITES
1 Gutwrench Suplex 1
2 Powerslam 1
3 Backbreaker 10

WEAPON SPECIAL
L1 – DDT
Any direction and L1 – DDT

COMBINATION MOVES
First – Undertaker Punches 1
Second – Back Chop 1
Third – Double Axe Handle 1 ■

LEGEND
OVR 85

SGT. SLAUGHTER

THE ULTIMATE PATRIOT. EXCEPT WHEN HE SIDED WITH IRAQ THAT ONE TIME.

COST: 35,000

- STRENGTH 8
- SUBMISSION 10
- ENDURANCE 8
- TECHNIQUE 8.5
- SPEED 8

BASES

Ring In Move – Normal
Ring Out Move – Normal
Taunt
Right analogue stick 2 – Taunt Slaughter 1
Right analogue stick 4 – Taunt Slaughter 2
Right analogue stick 8 – Taunt Slaughter 1
Right analogue stick 6 – Taunt Slaughter 2
Fighting Style – Normal
Walking Style – Normal
Running Style – Normal
Winning Style – Sergeant Slaughter
Entrance
Movie – Logo
Moves – Sergeant Slaughter
Music – No Music

READY MOVES

ATTACK
↓ ⊗ – Clothesline 3
↙/↘ ⊗ – Toe Kick 1
← ⊗ – Austin Punches 1
↖/↗ ⊗ – Slap 2
↑ ⊗ – Clothesline 3
→ ⊗ – Body Punch

GRAPPLE
Submission Grapple (↓)
Grapple 5
↓ ◎ – Bearhug 3
← ◎ – Headlock 1
↑ ◎ – Big Shoulder Claw
→ ◎ – Headlock Takedown
Signature Grapple (←)
Grapple 10
↓ ◎ – Backbreaker 10
← ◎ – Backbreaker 2
↑ ◎ – Gutbuster 1
→ ◎ – Suplex 5
Power Grapple (↑)
Grapple 11
↓ ◎ – Sidewalk Slam 1
← ◎ – Scoop Slam 7
↑ ◎ – Falling Neckbreaker
→ ◎ – Mat Slam 1
Quick Grapple (→)
Grapple 4
↓ ◎ – Headlock & Punch 1
← ◎ – Body Knee Strike
↑ ◎ – Club To Neck 3
→ ◎ – Kitchen Sink 2

GRAPPLE ATTACK (Q)
First – Grapple Punch 2
Second – Grapple Body Attack 1
Third – Grapple Elbow Strike 3

BACK ATTACK
◎ – Irish Whip
↓ ◎ – Super Atomic Drop
← ◎ – Backbreaker 7
↑ ◎ – Pumphandle Slam 2
→ ◎ – Russian Leg Sweep 2
(Groggy) ↓ ◎ – Back Suplex 4
(Groggy) ← ◎ – Bulldog 2
(Groggy) ↑ ◎ – Sleeper Hold 2
(Groggy) → ◎ – Forearm Smash

EDGE OF THE CELL
Facing ◎ – It Thrusts Down
Facing (any direction) ◎ – It Thrusts Down
Back ◎ – It Thrusts Down
Back (any direction) ◎ – It Thrusts Down

GROUND

ATTACK
⊗ – Angry Stomp
↓/↑ ⊗ – Leg Drop
←/→ ⊗ – Elbow Drop 2

GRAPPLE
(Upper) ◎ – Raise
(Upper) ↓ ◎ – Pin Fall
(Upper) ← ◎ – Choke 4
(Upper) ↑ ◎ – Elbow & Sleeper Hold
(Upper) → ◎ – Reverse Chin Lock 2
(Lower) ◎ – Raise
(Lower) ↓ ◎ – Pin Fall
(Lower) ← ◎ – Knee Stomp
(Lower) → ◎ – Leg Lock 9
(Lower) ↑ ◎ – Boston Crab

TURNBUCKLE

ATTACK
(Groggy) ⊗ – Shoulder Block 3
(Groggy) Any direction + ⊗ – Shoulder Block 3
(Upper) ⊗ – Knee Attack 1

GRAPPLE
(Groggy) ◎ – Irish Whip
(Groggy) ↓ ◎ – Choke 1
(Groggy) ← ◎ – Big Chop
(Groggy) ↑ ◎ – Superplex 1
(Groggy) → ◎ – Shoulder Thrust
(Upper) ◎ – Raise The Opponent Up
(Upper) any direction + ◎ – Pushes Turnbuckle

BACK ATTACK
(Groggy) ◎ – Irish Whip
(Groggy) ↓ ◎ – Turnbuckle Smash
(Groggy) ← ◎ – Hanging In Reverse
(Groggy) ↑ ◎ – Turnbuckle Smash
(Groggy) → ◎ – Turnbuckle Toe Kick

ROPE OPPONENT

ROPE DOWN
(Groggy) ◎ – Austin Attack 1

REBOUND ATTACK
(Standing) △ + ⊗ – Clothesline 5
(Down) △ + ⊗ – Running Leg Drop
(Outside Ring) △ + ⊗ – Vaulting Body Press 2

JUMP DOWN OVER
(Outside Ring) □ + ⊗ – Baseball Slide

AERIAL

STAND
← ⊗ – Double Axe Handle 3
→ ⊗ – Diving Elbow Bat

DOWN
⊗ – Elbow Drop 3
↓ ⊗ – Elbow Drop 3
↑ ⊗ – Elbow Drop 3

RUNNING

ATTACK
⊗ – Kurt Shoulder Block
Any direction and ⊗ – Clothesline 5

GRAPPLE
◎ – Irish Whip
Any direction and ◎ – Turn Behind
(Groggy) ◎ – Neckbreaker 1
(Groggy) any direction and ◎ – Lou Thesz Press 1

BACK ATTACK
◎ – Bulldog 2
(Groggy) ◎ – Bulldog 3

SQUATTING ATTACK
△ + ⊗ – Double Axe Handle 5
Any direction △ + ⊗ – Running Leg Drop

COUNTER
◎ – Powerslam 1
↓/↑ ◎ – Back Drop 1
←/→ ◎ – Back Drop 2

DOUBLE TEAM

STAND
◎ – Low Blow & Knee Attack
↓ ◎ – Double DDT
← ◎ – Double Suplex 1
↑ ◎ – Double Clothesline
→ ◎ – Double Beat Head

TURNBUCKLE
◎ – Irish Whip
↓ ◎ – Front Slam
← ◎ – Mudhole Stomping 1
↑ ◎ – Gut Crusher
→ ◎ – Kick To Gut

SPECIAL

SPECIAL
L1 – Sgt Cobra Clutch
Any direction and L1 – Camel Clutch 3

FAVOURITES
1 Backbreaker 2
2 Bearhug 3
3 Backbreaker 10

WEAPON SPECIAL
L1 – DDT
Any direction and L1 – DDT

COMBINATION MOVES
First – Back Chop 1
Second – Austin Punches 1
Third – Double Axe Handle 1 ■

LEGEND
OVR 93

OLD SCHOOL UNDERTAKER

WILL HE BE MAKING A COMEBACK?

COST: 35,000

- STRENGTH 9.5
- SUBMISSION 9
- ENDURANCE 10
- TECHNIQUE 9
- SPEED 9

BASES

Ring In Move – Normal
Ring Out Move – Backward Ring out
Taunt
Right analogue stick 2 – Taunt Kane 2
Right analogue stick 4 – Taunt Undertaker 6
Right analogue stick 8 – Taunt Kane 2
Right analogue stick 6 – Taunt Undertaker 6
Fighting Style – Kane
Walking Style – Normal
Running Style – Normal
Winning Style – The Undertaker
Entrance
Movie – Logo
Moves – The Undertaker
Music – No Music

READY MOVES

ATTACK
↓ ⊗ – Big Boot 3
↙/↘ ⊗ – Toe Kick 1
← ⊗ – Throat Thrust 4
↖/↗ ⊗ – Clothesline 2
↑ ⊗ – Kane Uppercut
→ ⊗ – Undertaker Body Punch

GRAPPLE
Submission Grapple (↓)
Grapple 5
↓ ◎ – Bearhug 3
← ◎ – Headlock 1
↑ ◎ – Big Shoulder Claw
→ ◎ – Shoulder Armbreaker
Signature Grapple (←)
Grapple 10
↓ ◎ – Oklahoma Slam 2
← ◎ – Sidewalk Slam 3
↑ ◎ – Suplex 4
→ ◎ – Respect Me?
Power Grapple (↑)
Grapple 11
↓ ◎ – Full Nelson Slam
← ◎ – Shoulder Breaker
↑ ◎ – Batista Lifting & Toss
→ ◎ – Spinebuster 3
Quick Grapple (→)
Grapple 7
↓ ◎ – Throat Thrust 8
← ◎ – Throat Thrust 7
↑ ◎ – Club to Neck 3
→ ◎ – Russian Leg Sweep 1

GRAPPLE ATTACK (Q)
First – Grapple Body Attack 1
Second – Grapple Body Attack 2
Third – Grapple Punch 4

BACK ATTACK
◎ – Irish Whip
↓ ◎ – Pumphandle Slam 2
← ◎ – DDT 21
↑ ◎ – Forearm Smash
→ ◎ – Russian Leg Sweep 2
(Groggy) ↓ ◎ – Dragon Sleeper 2
(Groggy) ← ◎ – Back Suplex 2
(Groggy) ↑ ◎ – Pumphandle Slam 1
(Groggy) → ◎ – Atomic Drop

EDGE OF THE CELL
Facing ◎ – Chokeslam 1
Facing (any direction) ◎ – It Thrusts Down
Back ◎ – Chokeslam 1
Back (any direction) ◎ – It Thrusts Down

GROUND

ATTACK
⊗ – Undertaker Stomp
↓/↑ ⊗ – Leg Drop
←/→ ⊗ – Elbow Drop 4

GRAPPLE
(Upper) ◎ – Raise
(Upper) ↓ ◎ – Pin Fall
(Upper) ← ◎ – Darkness Pin
(Upper) ↑ ◎ – Mounted Punching 2
(Upper) → ◎ – Darkness Choke
(Lower) ◎ – Raise
(Lower) ↓ ◎ – Pin Fall
(Lower) ← ◎ – Raise & Knee Strike
(Lower) → ◎ – Knee Smash 2
(Lower) ↑ ◎ – Boston Crab

TURNBUCKLE

ATTACK
(Groggy) ⊗ – Turnbuckle Clothesline
(Groggy) Any direction + ⊗ – Turnbuckle Clothesline
(Upper) ⊗ – Knee Attack 1

GRAPPLE
(Groggy) ◎ – Irish Whip
(Groggy) ↓ ◎ – Chokeslam
(Groggy) ← ◎ – Old School
(Groggy) ↑ ◎ – Superplex 2
(Groggy) → ◎ – Body Strikes
(Upper) ◎ – Raise The Opponent Up
(Upper) any direction + ◎ – Mudhole Strikes

BACK ATTACK
(Groggy) ◎ – Irish Whip
(Groggy) ↓ ◎ – Turnbuckle Smash
(Groggy) ← ◎ – Hanging In Reverse
(Groggy) ↑ ◎ – Turnbuckle Smash
(Groggy) → ◎ – Turnbuckle Toe Kick

ROPE OPPONENT

ROPE DOWN
(Groggy) ◎ – Big Boot 6

REBOUND ATTACK
(Standing) △ + ⊗ – Flying Lariat 2
(Down) △ + ⊗ – Running Leg Drop
(Outside Ring) △ + ⊗ – Vaulting Body Press 2

JUMP DOWN OVER
(Outside Ring) □ + ⊗ – Vaulting Body Press 1

AERIAL

STAND
← ⊗ – Flying Clothesline 1
→ ⊗ – Double Axe Handle 3

DOWN
⊗ – Elbow Drop 3
↓ ⊗ – Elbow Drop 3
↑ ⊗ – Elbow Drop 3

RUNNING

ATTACK
⊗ – Clothesline 10
Any direction and ⊗ – Flying Lariat 2

GRAPPLE
◎ – Irish Whip
Any direction and ◎ – Turn Behind
(Groggy) ◎ – Neckbreaker 1
(Groggy) any direction and ◎ – DDT 1

BACK ATTACK
◎ – Mat Slam 2
(Groggy) ◎ – Bulldog 2

SQUATTING ATTACK
△ + ⊗ – Elbow Drop 11
Any direction △ + ⊗ – Running Leg Drop

COUNTER
◎ – Powerslam 1
↓/↑ ◎ – Back Drop 2
←/→ ◎ – Hip Toss 2

DOUBLE TEAM

STAND
◎ – Double Flapjack
↓ ◎ – Double DDT
← ◎ – Double Suplex 1
↑ ◎ – Double Clothesline
→ ◎ – Double Beat Head

TURNBUCKLE
◎ – Irish Whip
↓ ◎ – Front Slam
← ◎ – Mudhole Stomping 1
↑ ◎ – Powerbomb 1
→ ◎ – Kick To Gut

SPECIAL

SPECIAL
L1 – Tombstone Piledriver Pin
Any direction and L1 – Chokeslam 8

FAVOURITES
1 Sidewalk Slam 3
2 Throat Thrust 8
3 Batista Lifting & Toss

WEAPON SPECIAL
L1 – Guillotine 3
Any direction and L1 – Guillotine 3

COMBINATION MOVES
First – Throat Thrust 1
Second – Undertaker Body Punch
Third – Throat Thrust 4 ■

LEGEND
OVR 90

ANIMAL

CRAZED DRUMMER WITH DOCTOR TOOTH'S ELECTRIC MAYHEM...

COST: 35,000
- STRENGTH 9.5
- SUBMISSION 9
- ENDURANCE 9
- TECHNIQUE 9
- SPEED 8.5

BASES
Ring In Move – Normal
Ring Out Move – Roll Down
Taunt
Right analogue stick 2 – Hold Up
Right analogue stick 4 – Taunt Animal
Right analogue stick 8 – Hold Up
Right analogue stick 6 – Taunt Animal
Fighting Style – Normal
Walking Style – Normal
Running Style – Normal
Winning Style – Animal
Entrance
Movie – Logo
Moves – Animal
Music – No Music

READY MOVES
ATTACK
↓ ⊗ – Big Boot 2
↙/↘ ⊗ – Toe Kick 1
← ⊗ – Toe Kick 2
↖/↗ ⊗ – Snap Jab
↑ ⊗ – Clothesline 3
→ ⊗ – Body Punch

GRAPPLE
Submission Grapple (↓)
Grapple 5
↓ ◎ – Torture Rack
← ◎ – Bearhug 3
↑ ◎ – Big Shoulder Claw
→ ◎ – Headlock Takedown
Signature Grapple (←)
Grapple 10
↓ ◎ – Backbreaker 8
← ◎ – Belly To Belly 2
↑ ◎ – Body Press Drop FW
→ ◎ – Suplex 5
Power Grapple (↑)
Grapple 11
↓ ◎ – Manhattan Drop 1
← ◎ – Scoop Slam 5
↑ ◎ – Batista Lifting & Toss
→ ◎ – Shoulder Breaker
Quick Grapple (→)
Grapple 4
↓ ◎ – Clothesline 31
← ◎ – Austin Knee Strike 2
↑ ◎ – Club To Neck 3
→ ◎ – Shoulder Thrusts

GRAPPLE ATTACK (⊗)
First – Grapple Punch 2
Second – Grapple Punch 2
Third – Grapple Elbow Strike 3

BACK ATTACK
◎ – Irish Whip
↓ ◎ – Back Suplex 5
← ◎ – Backbreaker 7
↑ ◎ – Forearm Smash
→ ◎ – Super Atomic Drop
(Groggy) ↓ ◎ – German Suplex 4
(Groggy) ← ◎ – Back Suplex 2
(Groggy) ↑ ◎ – Russian Leg Sweep 2
(Groggy) → ◎ – Bulldog 2

EDGE OF THE CELL
Facing ◎ – It Thrusts Down
Facing (any direction) ◎ – It Thrusts Down
Back ◎ – It Thrusts Down
Back (any direction) ◎ – It Thrusts Down

GROUND
ATTACK
⊗ – Angry Stomp
↓/↑ ⊗ – Angry Stomp
←/→ ⊗ – Elbow Drop 2

GRAPPLE
(Upper) ◎ – Raise
(Upper) ↓ ◎ – Pin Fall
(Upper) ← ◎ – Reverse Chin Lock ↓
(Upper) ↑ ◎ – Fury Punch 10
(Upper) → ◎ – Camel Clutch 2
(Lower) ◎ – Raise
(Lower) ↓ ◎ – Pin Fall
(Lower) ← ◎ – Kick To Leg 2
(Lower) → ◎ – Leg Lock 9
(Lower) ↑ ◎ – Single Leg Crab 1

TURNBUCKLE
ATTACK
(Groggy) ⊗ – Turnbuckle Clothesline
(Groggy) Any direction + ⊗ – Turnbuckle Clothesline
(Upper) ⊗ – Knee Attack 1

GRAPPLE
(Groggy) ◎ – Irish Whip
(Groggy) ↓ ◎ – Super Fall Away Slam
(Groggy) ← ◎ – Back Elbow Strike 2
(Groggy) ↑ ◎ – Toss To Turn Buckle
(Groggy) → ◎ – Big Back Chop 1
(Upper) ◎ – Raise The Opponent Up
(Upper) any direction + ◎ – Mudhole Stomping 3

BACK ATTACK
(Groggy) ◎ – Irish Whip
(Groggy) ↓ ◎ – Turnbuckle Smash
(Groggy) ← ◎ – Super Back Suplex
(Groggy) ↑ ◎ – Turnbuckle Smash
(Groggy) → ◎ – Super Back Suplex

ROPE OPPONENT
ROPE DOWN
(Groggy) ◎ – Big Boot 9

REBOUND ATTACK
(Standing) △ + ⊗ – Diving Shoulder
(Down) △ + ⊗ – Double Axe Handle 5
(Outside Ring) △ + ⊗ – Vaulting Body Press 2

JUMP DOWN OVER
(Outside Ring) ⊡ + ⊗ – Dive Through Ropes

AERIAL
STAND
← ⊗ – Shoulder Block 5
→ ⊗ – Flying Clothesline 1

DOWN
⊗ – Elbow Drop 3
↓ ⊗ – Elbow Drop 3
↑ ⊗ – Elbow Drop 3

RUNNING
ATTACK
⊗ – Diving Shoulder
Any direction and ⊗ – Kurt Shoulder Block

GRAPPLE
◎ – Irish Whip
Any direction and ◎ – Turn Behind
(Groggy) ◎ – Reverse Mat Slam
(Groggy) any direction and ◎ – Neckbreaker

BACK ATTACK
◎ – Mat Slam 2
(Groggy) ◎ – Bulldog 2

SQUATTING ATTACK
△ + ⊗ – Elbow Drop 11
Any direction △ + ⊗ – Double Axe Handle 5

COUNTER
◎ – Powerslam Pin 2
↓/↑ ◎ – Back Drop 2
←/→ ◎ – Tilt A Whirl Sideslam 2

DOUBLE TEAM
STAND
◎ – Double Flapjack
↓ ◎ – Double Punches 2
← ◎ – Double Suplex 1
↑ ◎ – Double Clothesline
→ ◎ – Double Beat Head

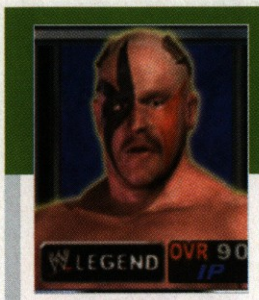
TURNBUCKLE
◎ – Irish Whip
↓ ◎ – Gut Crusher
← ◎ – Dudley Device
↑ ◎ – Mudhole Stomping 1
→ ◎ – Spine & Neckbreaker

SPECIAL
SPECIAL
L1 – Powerslam Pin 1
Any direction and L1 – Oklahoma Slam 1

FAVOURITES
1 Bbelly To Belly 2
2 Shoulder Breaker
3 Backbreaker 8

WEAPON SPECIAL
L1 – DDT
Any direction and L1 – DDT

COMBINATION MOVES
First – Benoit Punches
Second – Snap Jab
Third – Clothesline 3 ■



HAWK

THE SECOND MAN IN THE LEGION OF DOOM, SADLY NO LONGER WITH US.

COST: 35,000
- STRENGTH 9
- SUBMISSION 9
- ENDURANCE 9
- TECHNIQUE 9
- SPEED 9

BASES
Ring In Move – Normal
Ring Out Move – Roll Down
Taunt
Right analogue stick 2 – Rolling Arms
Right analogue stick 4 – Chris Benoit 1
Right analogue stick 8 – Rolling Arms
Right analogue stick 6 – Chris Benoit 1
Fighting Style – Brock Lesnar
Walking Style – Normal
Running Style – Normal
Winning Style – Hawk
Entrance
Movie – Logo
Moves – Hawk
Music – No Music

READY MOVES
ATTACK
↓ ⊗ – Big Boot 2
↙/↘ ⊗ – Toe Kick 1
← ⊗ – Toe Kick 2
↖/↗ ⊗ – Snap Jab
↑ ⊗ – Clothesline 3
→ ⊗ – Body Punch

GRAPPLE
Submission Grapple (2)
Grapple 5
↓ ◎ – Bearhug 3
← ◎ – Snapmare & Neck Lock
↑ ◎ – Shoulder Armbreaker
→ ◎ – Headlock Takedown
Signature Grapple (4)
Grapple 10
↓ ◎ – Piledriver 1
← ◎ – Clothesline 26
↑ ◎ – Double Arm Suplex 2
→ ◎ – Suplex 3
Power Grapple (↑)
Grapple 11
↓ ◎ – Backbreaker 3
← ◎ – Spinebuster 5
↑ ◎ – Body Press Front Slam 3
→ ◎ – Shoulder Breaker
Quick Grapple (→)
Grapple 4
↓ ◎ – DDT 11
← ◎ – Russian Leg Sweep 1
↑ ◎ – Club To Neck 2
→ ◎ – Shoulder Thrust

GRAPPLE ATTACK (Q)
First – Grapple Body Attack 1
Second – Grapple Body Attack 1
Third – Grapple Elbow Strike 1

BACK ATTACK
◎ – Irish Whip
↓ ◎ – DDT 22
← ◎ – Backbreaker 7
↑ ◎ – Elbow To Back Of Head 2
→ ◎ – Forearm Smash
(Groggy) ↓ ◎ – Back Suplex 1
(Groggy) ← ◎ – Back Suplex 2
(Groggy) ↑ ◎ – Atomic Drop
(Groggy) → ◎ – Bulldog 2

EDGE OF THE CELL
Facing ◎ – It Thrusts Down
Facing (any direction) ◎ – It Thrusts Down
Back ◎ – It Thrusts Down
Back (any direction) ◎ – It Thrusts Down

GROUND
ATTACK
⊗ – Angry Stomp
↓/↑ ⊗ – Elbow Drop 2
←/→ ⊗ – Fist Drop

GRAPPLE
(Upper) ◎ – Raise
(Upper) ↓ ◎ – Pin Fall
(Upper) ← ◎ – Sleeper Hold 8
(Upper) ↑ ◎ – Hawk Fist Drop
(Upper) → ◎ – Camel Clutch 2
(Lower) ◎ – Raise
(Lower) ↓ ◎ – Pin Fall
(Lower) ← ◎ – Kick To Leg 2
(Lower) → ◎ – Leg Lock 9
(Lower) ↑ ◎ – Single Leg Crab 1

TURNBUCKLE
ATTACK
(Groggy) ⊗ – Turnbuckle Clothesline
(Groggy) Any direction + ⊗ – Turnbuckle Clothesline
(Upper) ⊗ – Knee Attack 1

GRAPPLE
(Groggy) ◎ – Irish Whip
(Groggy) ↓ ◎ – Super Fall Away Slam
(Groggy) ← ◎ – Back Elbow Strike 2
(Groggy) ↑ ◎ – Toss To Turn Buckle
(Groggy) → ◎ – Big Back Chop 1
(Upper) ◎ – Raise The Opponent Up
(Upper) any direction + ◎ – Mudhole Stomping 3

BACK ATTACK
(Groggy) ◎ – Irish Whip
(Groggy) ↓ ◎ – Turnbuckle Smash
(Groggy) ← ◎ – Super Back Suplex
(Groggy) ↑ ◎ – Turnbuckle Smash
(Groggy) → ◎ – Super Back Suplex

ROPE OPPONENT
ROPE DOWN
(Groggy) ◎ – Big Boot 6

REBOUND ATTACK
(Standing) △ + ⊗ – Diving Shoulder
(Down) △ + ⊗ – Double Axe Handle 5
(Outside Ring) △ + ⊗ – Vaulting Body Press 2

JUMP DOWN OVER
(Outside Ring) ⊡ + ⊗ – Dive Through Ropes

AERIAL
STAND
← ⊗ – Shoulder Block 5
→ ⊗ – Flying Clothesline 1

DOWN
⊗ – Elbow Drop 3
↓ ⊗ – Elbow Drop 3
↑ ⊗ – Elbow Drop 3

RUNNING
ATTACK
⊗ – Diving Shoulder
Any direction and ⊗ – Kurt Shoulder Block

GRAPPLE
◎ – Irish Whip
Any direction and ◎ – Turn Behind
(Groggy) ◎ – Spear & Punching
(Groggy) any direction and ◎ – Neckbreaker 1

BACK ATTACK
◎ – Mat Slam 2
(Groggy) ◎ – Bulldog 2

SQUATTING ATTACK
△ + ⊗ – Elbow Drop 11
Any direction △ + ⊗ – Double Axe Handle 5

COUNTER
◎ – Powerslam 1
↓/↑ ◎ – Back Drop 2
←/→ ◎ – Back Drop 3

DOUBLE TEAM
STAND
◎ – Double Flapjack
↓ ◎ – Double Punches 2
← ◎ – Double Suplex 1
↑ ◎ – Double Clothesline
→ ◎ – Double Beat Head

TURNBUCKLE
◎ – Irish Whip
↓ ◎ – Gut Crusher
← ◎ – Dudley Device
↑ ◎ – Mudhole Stomping 1
→ ◎ – Spine & Neckbreaker

SPECIAL
SPECIAL
L1 – Flying Clothesline 2
Any direction and L1 – Falling Neckbreaker

FAVOURITES
1 Clothesline 26
2 Suplex 3
3 Piledriver 1

WEAPON SPECIAL
L1 – DDT
Any direction and L1 – DDT

COMBINATION MOVES
First – Benoit Punches
Second – Snap Jab
Third – Clothesline 3 ■

PlayStation.2
KILL.SWITCH
16+
namco
namco

ARE YOU THIS GOOD? uk.playstation.com

Are you better than a crack shot? Would you instinctively use any **environment as cover?** Could you use the blindfire technique to **laydown suppressing fire,** without even looking? Can you overcome **an enemy that can do all this** and more? KILL.SWITCH. Shoot to live.

NAME SCORE DATE

16+ TARGET NO 515

fun, anyone?
PlayStation.2

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THE FACTS: **ROGUE OPS** ● PLAYERS **ONE** ● MEMORY CARD SPACE **116KB** ● DIFFICULTY **HARD** ● COMPLETION TIME **ONE WEEK**

ROGUE OPS

Op-skip and jump to the end with all the perilous problems – solved!

FIRST AID

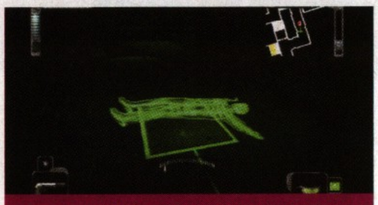
There are many ways to complete each stage and many ways to wind up dead. Stay hidden and alive with these top tips...

BEST PLAYED

Quietly, so no one hears you and armed with a box of tissues – the cat-suited heroine is fit!

THE WALKTHROUGH

We've picked the hardest bits and beaten them right here!



Pressure point: Lay the body on the pad to open a secret door...

MISSION 1: LA CASA NEGRA

BASEMENT FACTS

When in the basement, on the left side, there's a metal railing with moving hooks suspended from the ceiling. Jump up and grab it and climb to the far end before dropping down. Repeat on the next rail but don't go all the way to the end, instead look down to find a safe landing spot and drop. If you found the red keycard, use it to disable the lasers in the main basement. In front of the room with the hanging bodies, use any ranged weapon to drop the bodies to the floor, one at a time (target the chains holding them up). Once all three are down, you can cross the room on the left side and enter the alcove.

PATH OF THE RIGHTEOUS MAN

When you start the second part of the level, follow the corridor and duck under the rubble until you spot Van Cleef (don't shoot him). He will flee and then you can resume chasing him. Go around until you encounter a guard. Eliminate him, and carry his body back to the pressure plate in the hallway (where a medical kit was positioned). Place the guard on the plate, and that will open a secret passage to the left of the stairs you were just at. Use your visor and look at the floor if you cannot locate it. Go through the secret passage and into the room where three doors close when you enter it. Pull the lever on the right side, enter the door that opens, pull the lever just inside that door, and then enter the third door, once again pulling the lever you find there. This opens the door that was next to the first lever.

MISSION 1: DID YOU KNOW?

An easy way to get past the mines is to stay well back and use your gun to shoot them. This'll save a lot of time when completing the level.

Corpse control: Gun down the stiff to block the beams.

MISSION 2: THE FORSYTHE MUSEUM

OUT-FOXING THE GUARDS

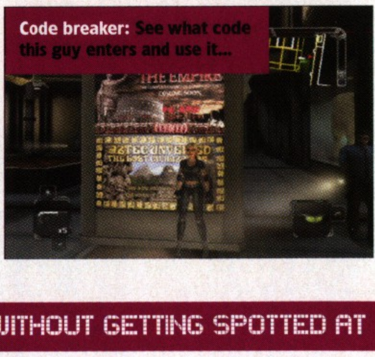
When you start, head left and use the grapple point on the ceiling to climb down to the ground (alternatively, you can go right, head up the ramp and drop down that way). Pick the pocket of the guards down below to get the green keycard and then use it to open the door to the security room that's in the alcove next to the T-Rex. Get the passcode from the filing cabinet and use it to open the door across the way (another way in is to tail one of the guards to the door and either see what code he inputs for use later or tail him closely through the door). You will need to go into the office at the bottom of the steps, so either go straight in if you had the code, or wait for the guard to leave before entering. Take the taser from the cabinet inside and use it to short the control box in the power room down the next set of steps.

MISSION 2: DID YOU KNOW?

When battling the terrorists in the main hall of the museum in the second level, shoot the cables holding up the bones to drop them on the terrorists.

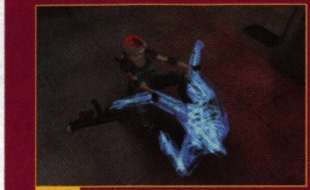
AN EYE FOR AN EYE

In the second part of the mission, use your retina scanner to capture a scan of the patrolling guard – but don't use it straight away. Wait until the guard is heading around to the right-side of the room



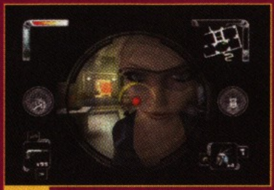
Code breaker: See what code this guy enters and use it...

BEAT THIS → ALL YOU STEALTH MASTERS, TRY BEATING THE MAGYAR KLUB LEVEL WITHOUT GETTING SPOTTED AT



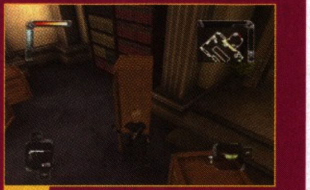
1 STEALTH KILL

If you have a choice, always go for the stealth kill. Not only are they quieter, but by not dispatching a bullet into your enemy's brain, you'll not leave a pool of bloody gore for his buddies to find after you've moved on.



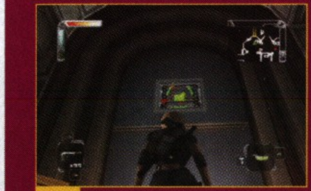
2 FLY CAMS

When using the fly cams, be sure to conceal yourself in a safe place beforehand. It is possible you could be getting shot to pieces while navigating your fly cam and not know a thing about it until you're dead.



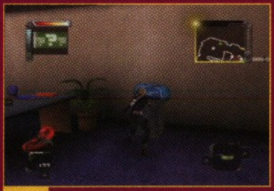
3 HIDE & SEEK

If you unwittingly alert the guards, find a safe place to hide until the panic dies down. Lockers are ideal as you will never be discovered, but vents, shadows and crates also make for good cover when the need arises.



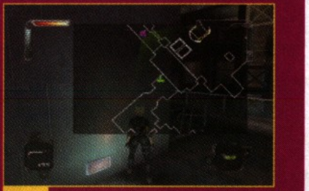
4 SCANNER

If you're stuck with nowhere to go, equip your visor spy goggles and survey your surrounds. Be on the lookout for vents to crawl into, hooks to swing on or ledges to grab hold of. There is always a way forward so never despair!



5 PICKPOCKET

Always search dead bodies and drawers for useful objects. Most of the time you'll find keycards and suchlike for progression, but on other occasions you'll get ammo and batteries. Some drawers can be searched more than once too!



6 DANGER!

When entering a new area, press △ to enlarge your map and look out for hazards. See where cameras are pointing and the route patrolling guards take before venturing out and negotiating the terrain accordingly.

before using the scan to open the door and only go through the door when the nearby security camera is looking away. Head left and crawl in the shadows near to the central barrier. When the far security camera is facing away, head through the far door.

TRIPPING THE LIGHT FANTASTIC

In the statue room, look up to see a grapple point and use it to reach the vent. Crawl through and then when you emerge, head into the loading bay. Press the red button to lower the containers and head through the vent. Switch on the lights in the darkened office and you'll draw the guard out of the security room. Head back through the vent and follow the passage back around to the security room, press the red button and go into the toilets. Pick the pocket of the guy washing his hands to get the blue keycard and use it to enter the office opposite. Search the cabinets for the passcode. Once in the vault room, take the fake statue and head back to the start of the level.

MISSION 3:

SILO 7 EAST

GET YOUR MOTOR RUNNIN'

When you start, start the engine of the truck with the open door to draw a guard across, then stealth kill him and take his keycard to access the hatch around the back of the building. Down below, you can use your visor to get past the laser beams on the security trap, but it's far easier, not to mention battery-conserving to look out for the bright green dots on the ground. This is where the lasers are coming from, so simply dodge them. To get past the red lasers, either drop a body of a guard into them or line yourself up sideways with one of the gaps and sidestep your way through.

MISSION 3:

DID YOU KNOW?

Gun turrets without cameras won't notice you unless you start shooting at them.

THE LADY HAS EYES FOR YOU

In the second part of the level when you come to a door requiring a retina scan in the camera passage, head to the end of the passage and look up at the ceiling for a vent. Climb in and follow it along. When you get to the end, use your retina scanner to capture a scan of the lady in black's eye and use it to open the door.

MISSION 4:

MAGYAR KLUB

PIANO PLAYER

When you start, go and play the piano to draw the first guard over to your area, then go and hide in the cabinet on the other side of the steps. When the guard walks past, leave the cabinet and stealth kill him – you should have just enough time to stash his body in the cabinet before the second guard enters the room. Use the table as cover and crawl around it as the guard circles the other side. Stealth kill him and then go out into the next area. Shoot the guard on the other side of the room without him seeing you and you shouldn't alert any more guards. By following the passage along, you'll come to a doorway protected by thermal detectors – don't go through, instead, go back to the storage area and just to the left of the door of the passage leading down to the thermal security room, there'll be a vent in the corner. Go through it and when you emerge, kill the guard and go into the kitchen. Dispose of the two guards in there and then go into the walk-in freezer. Wait there for a few seconds and the bar next to your map will go blue. When it does, dash out to the vent you emerged form and open the other door as a short-cut back to the thermal security door. With your body heat lowered you'll be able to go through.

STEAL VARGA'S GUN

The gun is protected by a yellow forcefield which cannot be penetrated when you first enter the room. Take note of the moveable unit to the right of the entrance and then squeeze past the forcefield to the far end of

➔

HOT SHOTS

White hot blasts of wisdom for mastery of the game...

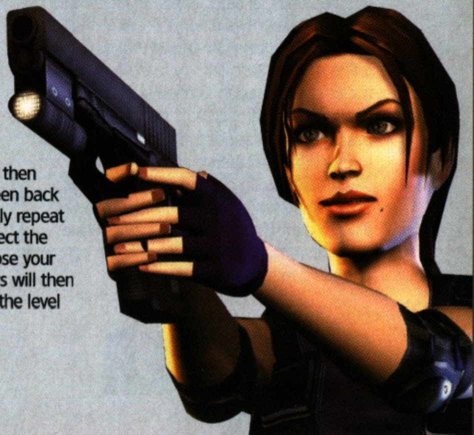
ALL THE CODES!

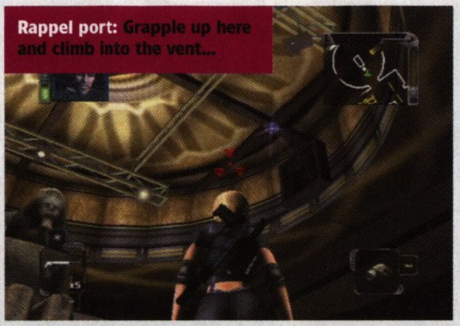
The following codes can be entered after pressing START to pause. Enter them at a moderate speed and the screen will flash white and you'll hear a sound.

CHEAT	CODE
Big feet	→, →, ←, →, ←, →, ←, ←, ←
Big gun	□, □, □, □, ○, ○
Explosive crossbow	←, →, →, ←, □, ○, L2, R2, □, ○, ←, →
Explosive sniper	L2, R2, →, →, ←, ←, →, →, R2, L2, □, ○
Missile crossbow	→, →, ←, ←, L2, L2, R2, R2, ○, ○, □, □
Missile sniper	□, ←, →, L2, R2, →, □, R2, R2, L2, ←, ←
Half damage	□, □, ○, ○, ←, ←, →, →, ○, ○, □, □
No bullet damage	←, →, →, ←, □, ○, ○, □
One hit kills	○, ←, →, →, ←, ○, L2, R2, ○, □, □
Unlimited ammo	□, ○, □, ○, □, ○, □, ○, ←, ○, □, ○, □, ○, □, ○, □
Unlimited health	←, →, →, ←, ←, →, →, ←, ←, →, →, ←, □, □
Unlimited Spy Cam	←, ←, →, →, R2, R2, L2, L2, □, □, ○, ○
Unlimited TOC	○, ○, □, □, ←, →, →, ←, L2, R2, L2
Level skip	L2, □, L2, ○, L2, ←, L2, →, L2, R2, R2, □, R2, ○, R2, ←, R2, →, □
Training completed	←, →, →, ←, ○, □, R2, L2, ○, ○, □
La Casa Negra completed	R2, L2, →, ←, ←, L2, R2, □, □, □, R2
Forsythe Museum completed	L2, L2, →, →, →, L2, R2, □, R2, □, R2
Silo 7 East completed	R2, L2, →, ←, ←, L2, ○, R2, □, □, □
Magyar Klub completed	R2, ○, ○, ←, ←, L2, R2, ○, →, →, ←
Stauffer Bank completed	R2, L2, □, ○, ←, R2, ←, ←, □, ○, □
Reliance Shipping completed	R2, L2, →, ←, R2, L2, →, □, ○, □, ○
Mod Research Station completed	R2, L2, →, R2, ←, ○, R2, ○, →, →, ←
Installation K completed	R2, L2, □, □, ←, L2, L2, □, □, L1, □

HIDDEN DEVELOPMENT TEAM TARGETS

Save the game after completing any level beyond the initial training stage then quit back to the title screen. Highlight the 'Credits' option, then enter it. Quickly exit that screen back to the title screen, then quickly repeat this over five times. Then, select the 'Start Game' option and choose your profile. The game's developers will then appear as rotating targets at the level selection screen.




Rappel port: Grapple up here and climb into the vent...

Plink plonker: Play a tune to draw the guards over...

MISSION 4:
DID YOU KNOW?
You can see different stealth attack moves depending on how much power you use in your attack.

the room. Send a fly cam into the small vent and then manoeuvre it past the small laser fields until you reach a switch in the far end to disable the forcefield protecting the gun.

When you pick the gun up, a security system will be triggered, closing the main door and allowing you seven seconds to place the gun back on it pedestal before you get fried. Put the gun back and then move the unit so that it is positioned in the doorway. Now get the gun and roll under the door that is blocked by the unit to make your escape.

LOCATE AMMUNITION

Just past the entrance to the library (just after the thermal detection doors) there will be a small vent high up on the wall to the left. Send a fly cam into this vent and navigate it through the laser fields to reach a switch. Pilot the fly into the switch to open up a control panel behind one of the paintings in the gun turret passage, go to this panel and press the button to open the locked door next to it. In here you'll find the ammo. To get back out of this room once the poisonous gas is released, send a fly cam through the concealed vent behind the crate in the corner adjacent to the computer and use it to trigger a switch.

MISSION 5:
STAUFFER BANK

GETTING TO THE MAIN VAULT OF THE BANK

Steal a keycard from the guards in the lobby and use it on the swiper door. Once inside, search all the drawers for a slide and use it on the projector in this room. A code will then flash up on the screen. Take note of this code (4912) and use it to enter the keypad door in this area, then press the button on the wall to open the door leading to the main vault above.

When you go through the door, you'll notice a glass door to the left with two people talking. You will need to scan their eyes to get passed the retina scanner leading into the main vault – but you can't do it through the door. Instead, go back out to the guard's area at the top of the stairs (with the footie table in) and point your retina scanner back towards the window of the room with the glass door. Scan the eyes of the man when he walks past the window, then head back through the door, dodge the lasers and go downstairs before using the scan to get into the vault.

MISSION 5:
DID YOU KNOW?
Shurikens can be recovered and used again. Just keep an eye on where they come to rest after you've chucked 'em.

CRACKING THE VAULT

When you come to the four-dial door of the main vault, equip your spy goggles and look at the safe deposit boxes behind the bars on both sides. You should be able to see which of the boxes hold the bonds (they are bundles of paper tied in a bow). Make note of where they are and then use your visor to look at the main door itself.

You should see four tumblers where the dials are, the aim is to point each tumbler so that the arrow head is facing into the centre of the door. So, for example, if you are moving the top dial, you'll see it needs to go half a turn so that the arrow faces downwards. Okay, still stuck? Then the combination is as follows (the numbers we give are to be at the top of the dial): Top – 5, Right – 2, Bottom – 5, Left – 7. Once in the vault, you'll see anther set of deposit boxes straight ahead and you'll have three minutes to get all six bonds. To save you time, here are the boxes where the bonds are, simply key the number of the box into the keypad to open it and get the bonds. If you find yourself running out of time, simply leave the vault, wait for the door to close and then re-open it. Deposition box bond locations: 07, 17, 23, 33, 48, 52

MISSION 6:
RELIANCE SHIPPING

DON'T GET SHAFTED

When heading down the laser shaft near the start of the mission, be sure not to trigger any of the lasers, otherwise a red-laser barrier will appear at the bottom of the shaft killing you on contact. This means that you will be unable to access the vent down below. Hang from the ledges and work your way down, timing your shimmies so that you move past the intermittent lasers when they aren't activated.

LOCATE THE NERVE AGENT FORMULA

After disposing of the guards in the tank room, you'll wind up in a room bordering on a lab with a forcefield blocking it with two scientists and a enemy inside – however, there appears to be no way of deactivating the forcefield. Approach the glass-topped pedestal down the far-end of the room and interact with it to get the nerve agent formula. When the poison gas is released, use a fly cam to enter the small vent in the room (it is high up – follow the ventilation shaft along and you should see a panel with a circle on, fly into that) and navigate it through to the other side before flying it into the fuse box above the forcefield switch. You will need a retina scan to exit back out of the area, so take one from the dead scientist on the floor of the lab previously barred by the forcefield and then use it to open the door along the narrow walkway in the large storage room.

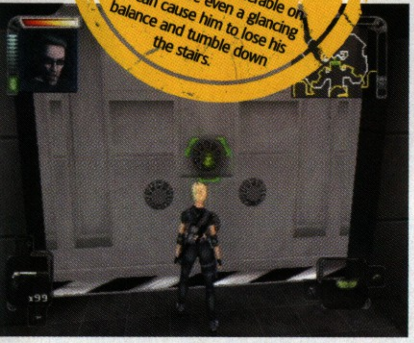
MISSION 7:
MOD RESEARCH STATION

I WANT TO BREAK FREE

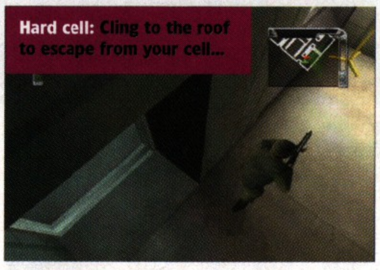
To escape from your cell, look up to the grills barring the skylights and then cling on. When a passing guard realises you aren't visible in your cell, he will open the door. Instead of charging out,

MISSION 6:
DID YOU KNOW?
An enemy is most vulnerable on stairwells where even a glancing blow can cause him to lose his balance and tumble down the stairs.

Quick on the drawer: Search filing cabinets for codes and objects



Shafted: Head through those doors into the highly perilous laser shaft...



Hard cell: Cling to the roof to escape from your cell...

though, bide your time and wait until the guards to go looking for you. Pick one to follow at the crossroads and stealth kill them, then follow the passage around until you see a guard patrolling outside an office. Kill him to get a keycard and use it to enter the office and get your stuff back.

COOLANT FOR CATS

As you near the end of the second part of the level, hit the green switch on the yellow generator to turn off the lights – which will draw out the guard from the room closest to you. Deal with him and enter the room (first on the right).

Drop down into the open crawlspace on the right side of the room and crawl to the end. Climb out and stand in the cloud of leaking coolant gas until your body temperature goes to the bottom of the meter (in the blue). Press the red button and exit through the door. Run ahead and to the right (through the heat-sensing trap) and up the ramp. Fight the guards on the bridge. If the bridge blows up, use the grapple points to cross the gap.

MISSION 7:
DID YOU KNOW?
In the MOD level you'll come to some guards on a metal staircase. Look to the left wall and you'll see a sparking power line – shoot it!

SUITED AND BOOTED

In the third part of the level when you press the red button to trigger the poison gas, exit the room and head down the stairs, then go into the Biosuit storage room and press the button to put a suit on. Exit the room and go right, then left, then right into the research room and search the body of the dead scientist to get the red keycard. Turn around and go up the stairs, then use your keycard on the black panel labelled, 'Proton Gun Control Unit.' Head down the stairs on the other side of the room and head left. Press the button on the shield control panel and then go back upstairs and fire it.

MISSION 8:

INSTALLATION K

THINGS ARE GUNNER HAPPEN

When you start off, you have to clear the room of guards. You can use the mini-gun to the left (too much use and it'll overheat, though) or an adrenaline boost works wonders for slowing down the enemy attacks. In the passageway beyond, push the crate in front of the lasers to form a gap for you to roll under. Once you have battled your way past the stealth snipers and reached the room along walkway once occupied by the snipers, take out the stealth guy with the explosives strapped to him before he gets to you and head out the next door.

When the guards panic and blow up the stairs, look to the right-hand wall and you'll see a small ledge under some red pipes – jump up and grab it. Climb out over the railing and then drop down twice. Climb to the right and pull yourself up into the air vent.

CRATE STUFF

In the second part of the level, once you have gone through the vent and gone through the door that closes behind you, climb the ladder and grab the wooden crate directly ahead of you. Pull it and push it onto the metal lift that already has a wooden crate on it. Behind you is a control console – activate it and this will cause the lifts to switch places, allowing you to grab the metal crate (if you pushed the wooden crate into the laser, press the red button on the wall next to the conveyor belt and a new wooden crate will spawn). Push and pull the metal crate into the path of the red lasers and duck under them.

RED OR DEAD

To defeat the red robot in the third part of the level, you must first attack the two repair stations it'll go to and re-spawn whenever you shoot it. Look at each of the repair stations with your visor and you'll see three power lines coming out. Follow each one along and shoot the power box at the end. When all three of boxes of both repair stations are destroyed, the repair stations will be useless and the robot will be vulnerable. Follow it around and shoot it repeatedly in the head.

Power cut: Shoot the fuse boxes to stop this droid regenerating.

MISSION 8:
DID YOU KNOW?
Try shooting the red barrels – you might get explosive results that enemies don't like!

TANKS FOR NOTHING

To defeat the scorpion tank, first move well away from Peter (if the tank hurts him, it's game over). Start off by shooting the two mini-guns at the front of the tank and then go and take cover behind the crates over to the right. Shoot out its laser-firing eyes and then run around behind it to concentrate on the missile launchers on its back. When those have all been destroyed, the tank will rise up and fire energy bolts out of its belly. As it rises up, look for the weak spot on its underside (your aimer will be green to indicate where it is) and keep shooting it until the tank is toast. ■

Web slinger: Aim for the weak point on this spider's belly.

THE FACTS: **PRO EVOLUTION SOCCER 3** ● PLAYERS **1-8** ● MEMORY CARD SPACE **1,440KB** ● DIFFICULTY **HARD TO MASTER** ● COMPLETION TIME **INFINITE**

PRO EVOLUTION SOCCER 3

So you've beaten your mates a few times have you? That's nothing – here's how to *really* take the Mickey!

01 DEAD BALL SPECIALISTS

TO REALLY BE EFFECTIVE AT DEAD BALL SITUATIONS YOU NEED AN EXPERT TO STRIKE FEAR INTO THE OPPOSING PLAYERS' HEARTS.

DAVID BECKHAM

The undisputed daddy of the dead ball, old golden balls is the best free kick taker in the game. No matter how tight the angle, there is still a chance that he will rattle the ball into the net. The recreation of his kicking action in *Pro Evo 3* is simply amazing in its accuracy.

- **FREE KICK ACCURACY: 97**
- **CURLING: 98**
- **LONG PASS ACCURACY: 99**
- **SHOT POWER: 93**
- **SHOT ACCURACY: 84**

FRANK DE BOER*

Despite playing at centre back for the likes of Ajax and Barcelona, the fairer of the De Boer brothers has a very sweet left foot that is renowned for some rather special goals. However, his anti-England comments have won him few friends around these parts.

- **FREE KICK ACCURACY: 90**
- **CURLING: 95**
- **LONG PASS ACCURACY: 95**
- **SHOT POWER: 86**
- **SHOT ACCURACY: 78**

ROBERTO CARLOS

With thighs the size of most men's bodies, King Carlos can hit free kicks from long distance with extraordinary power and curve – just ask Fabian Barthez! He isn't the most accurate, however, so be prepared for more than a few balls ending up in the stands.

- **FREE KICK ACCURACY: 89**
- **CURLING: 90**
- **LONG PASS ACCURACY: 85**
- **SHOT POWER: 98**
- **SHOT ACCURACY: 79**

LUIS FIGO

Despite being slightly overshadowed by our Becks at Real Madrid these days, the Portuguese magician can still work wonders with a set piece. Our only concern is that he isn't getting as much practice these days as he used to.

- **FREE KICK ACCURACY: 94**
- **CURLING: 94**
- **LONG PASS ACCURACY: 92**
- **SHOT POWER: 87**
- **SHOT ACCURACY: 89**

IAN HARTE

A key member of the Leeds team that reached the Champions League semi-finals, Harte has a left foot capable of delivering some blistering free kicks. Despite a slip in his recent club form, the Irish international still always threatens from set pieces.

- **FREE KICK ACCURACY: 97**
- **CURLING: 90**
- **LONG PASS ACCURACY: 92**
- **SHOT POWER: 96**
- **SHOT ACCURACY: 77**

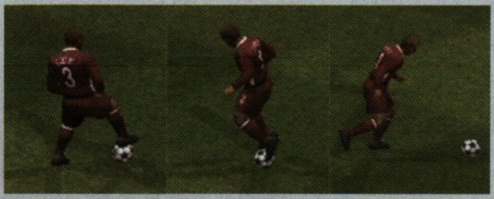
BEAT THIS → THIS IS A VERY TOUGH CHALLENGE WHICH IS TOTALLY DEPENDENT ON FATE. WE WANT YOU TO

CHEATZONE'S SOCCER SKILLS

Forget Gazza and Michael Owen – this is the only soccer school that you need to attend. Here are the flicks and tricks that you need to really wind your mates up as you dance through their defence

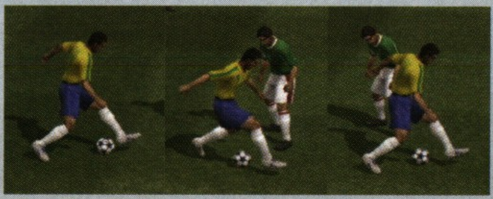
MARSEILLE ROULETTE

This is a welcome new addition to *Pro Evo 3*. Simply rotate the right analogue stick through 360 degrees and your player steps over the ball then spins and drags it back into his path in one deft movement. This is the perfect move for taking on two defenders at once. Even if you don't make it past them, more often than not you'll win a free kick instead.



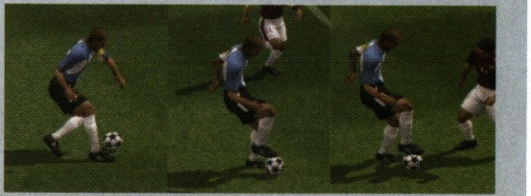
THE LOLLIPOP

Double-tap L1 (you can also double tap the right analogue stick in the direction you are facing) whilst running to execute a series of nifty left and right foot step-overs – Big Ron calls it 'the lollipop' for reasons known only to himself. Use this when you are one-on-one with a defender – it will tempt him into making a rash tackle which you can avoid and sprint clear. Or, at worst, claim a free kick from.



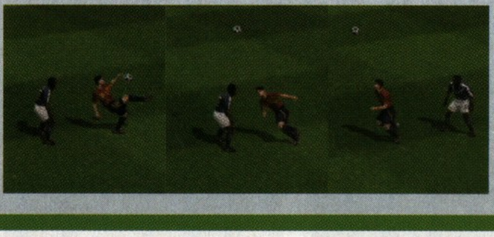
THE SHUFFLE

When a defender has you cornered in a tight situation hold R2 and push either ← or → depending on which way you want to perform a side-step shuffle, then pull back to hop away, rolling the ball under your player's toes as you go. This is a tough move to pull off during the intensity of a multiplayer game but perfect for showboating and infuriating your opponent when you've secured an unassailable lead.



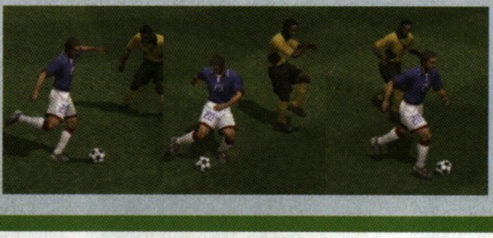
FLICK SPIN

This is another new move and is very hard to pull off, mainly because its availability is dependant on the height at which you receive the ball. With the ball arriving at knee height, or immediately after your player has chested it down, quickly push in the opposite direction to which you are facing. Your player will neatly flick the ball over his head and spin around to collect it Gazza style.



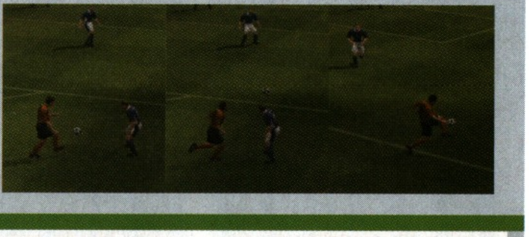
SWERVE FEINT

Shape to shoot by pressing □ but quickly tap ⊗ before your player strikes the ball to swerve in the direction you press. This move often leaves defenders sitting on their arses and is perfect for beating the last man. Get half a yard and shape for a long range effort which he will anticipate and try to block. Now just swerve across him and race clear for a simple tap in.



FLICK UP

This is probably the hardest skill move to use effectively. Simply pull down on the right analogue stick and then quickly push up. Your player will chip the ball forwards. Judge the distance right and you can dink the ball over a defender's head and then press R1 to run onto the ball. This move can also be used to pass to nearby team mates when you are trapped in a corner.



SINISA MIHAILOVIC*

The Serbian colossus hit the headlines recently following an altercation with Adrian Mutu (after racially abusing Patrick Vieira in 2000) but what he should be remembered for is the amazing feat of scoring a hat-trick of freekicks whilst playing in Italy's Serie A.

- **FREE KICK ACCURACY:** 99
- **CURLING:** 95
- **LONG PASS ACCURACY:** 92
- **SHOT POWER:** 91
- **SHOT ACCURACY:** 70

ALVARO RECOBA

The Rabbit, as he is known, has often struggled to maintain a regular start for Inter but such is the way with temperamental geniuses. He's one of the most talented players in *Pro Evo 3* and his dead ball mastery is almost second to none.

- **FREE KICK ACCURACY:** 90
- **CURLING:** 98
- **LONG PASS ACCURACY:** 92
- **SHOT POWER:** 90
- **SHOT ACCURACY:** 87

RIVALDO

Despite bearing a striking resemblance to Gary Wilmot, old Rivs has a left foot that is simply to die for. Sir Alex was desperate to sign him after his free kicks left Man Utd shell shocked and you could do far worse than put his talents to good use.

- **FREE KICK ACCURACY:** 93
- **CURLING:** 97
- **LONG PASS ACCURACY:** 91
- **SHOT POWER:** 95
- **SHOT ACCURACY:** 91

SEBA VERON

The Pirate, as we call him around these parts, has a reputation as a lazy player but given the opportunity to shoot at goal from a dead ball situation it's immaterial. Veron possesses both the power and accuracy required to test keepers from all ranges.

- **FREE KICK ACCURACY:** 93
- **CURLING:** 84
- **LONG PASS ACCURACY:** 91
- **SHOT POWER:** 90
- **SHOT ACCURACY:** 85

ZINEDINE ZIDANE

The Monk is quite rightly regarded as the finest footballer in the world. He has absolutely everything and his delivery from set pieces is second to none. He is one of the few players who we have managed to score a 35m free kick with during multiplayer action.

- **FREE KICK ACCURACY:** 96
- **CURLING:** 84
- **LONG PASS ACCURACY:** 94
- **SHOT POWER:** 88
- **SHOT ACCURACY:** 80

* Please note we are using edited player names

MATCH MIHAILOVIC'S FEAT AND NET THREE FREE KICKS IN A SINGLE TEN MINUTE GAME. ■

02 FREE KICK MASTERCLASS

DO YOU FIND THAT YOU ALWAYS SKY IT LIKE SCOWCROFT? HERE WE TAKE YOU TO ONE SIDE ON THE TRAINING GROUND AND SHOW YOU STEP-BY-STEP HOW TO DELIVER SOME GOLDEN BALLS.

Scoring free kicks in *Pro Evo 3* is a delicate process involving correct manipulation of a very sensitive power bar as well as both pre-touch and after-touch. The heavy handed approach will only ever result in hitting the wall or smacking the ball into the stand. Once you have the different ranges and angles mastered, you will begin to relish dead ball situations. In multiplayer mode the ability to nail free kicks serves as the perfect remedy to the age-old malady of cynical opponents.

David Beckham will be your tutor. He knows what he's talking about so listen to everything that he has to say. Please bear in mind that Becks is right footed and will always curl the ball from right to left, and will subsequently aim to the right of where he wants the ball to end up. If you are taking kicks with a left footer like Rivaldo you must reverse your aiming and curve.

Remember that Beckham possesses one of the best curving abilities out there and other players won't be able to get quite as much whip on the ball. Adjust your aiming to account for this. We also recommend using the d-pad whenever playing *Pro Evo* and all our instructions are based on this presumption. ■

BASIC CONTROLS

Mastering the art of pre-touch and after-touch is essential if you want to harness the full capabilities of *Pro Evo 3*'s dead ball specialists.

PRE-TOUCH

This applies to directions on the d-pad which are held whilst you set the power bar with ⊡ and the kicker is making his run up before hitting the ball. (Remember that you don't have to set the power with one press of ⊡. It's best to set the power lower than required with the first press and then tap ⊡ to bring the bar to where you want it rather than over hitting the mark.) The direction can continue to be held after the kicker has struck the ball or released as he strikes it, depending on how much spin you want. The longer the direction is held the more exaggerated the spin will be. Here are the options available:

↑ – A fast paced kick with topspin that gets the ball up and down quickly at medium to long ranges.

↓ – This produces a kick with backspin that is low in pace but essential at close range where the ball has to get up over the wall and then dip quickly.

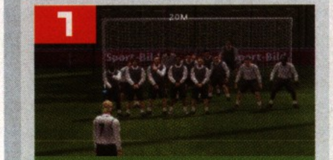
AFTER-TOUCH

This is used after the ball has left the kicker's boot. Hold the direction of your choice for maximum effect. Kicks with topspin are struck at pace whilst those with backspin are hit more gently. Here are the options available:

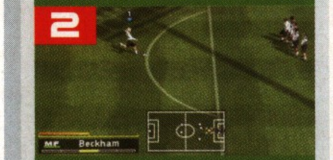
↖	Topspin, curving to the left.
↑	Topspin, flies straight.
↗	Topspin, curves to the right.
←	No spin, curves to the left.
→	No spin, curves to the right.
↙	Backspin, curves to the left.
↓	Backspin, flies straight.
↘	Backspin, curves to the right.

20M FREE KICK

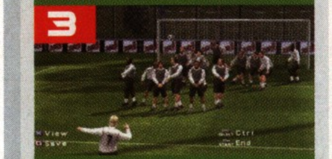
The closer you are to goal the harder it is to avoid putting your kick over the crossbar. Learn how to get the ball up and down quickly right here.



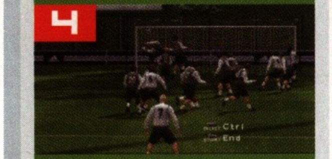
Aim just to the left of the centre of the goal and hold down ↓ in preparation for serious backspin.



Keeping ↓ held, set the power to exactly halfway way and roll your thumb left to hold ↙.



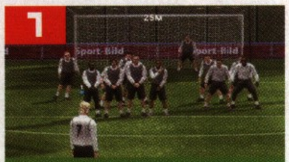
The first hurdle that you have to clear is the defensive wall. Keep ↙ held.



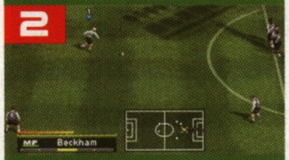
No keeper in the world could have saved that. It's the perfect free kick.

25M FREE KICK

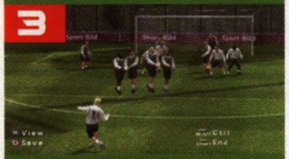
This is Beckham's preferred range and probably the easiest distance to score free kicks from regularly. Here's how...



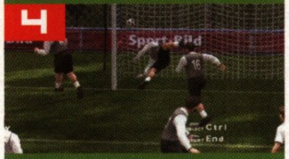
Aim for the middle of the goal. You will often find that a small player is standing in line with you.



Set the power to a smidgen over half way. That smidgen really does make all the difference.



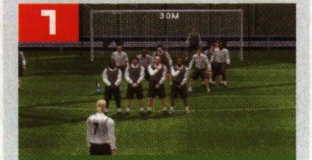
As soon as you have set the power to the right level press and hold ↖.



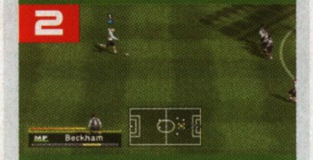
It's another peach. The topspin was just enough to put the ball under the crossbar.

30m FREE KICK

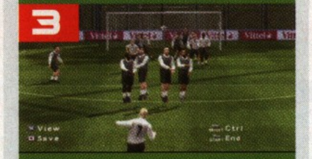
The further out the free kick the easier it is to hit the target. However, the keeper has more time to react so it takes something special.



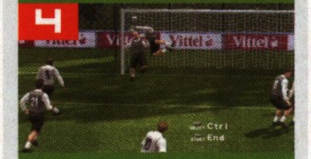
Again aim for the centre of the goal. However, this time hold down ↑ in preparation.



Hold ↑ until the kicker strikes the ball. Set the power a fraction higher than for the 25m kick.



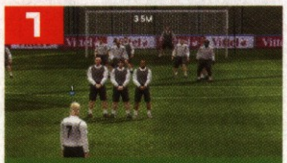
Release ↑ as soon as the ball leaves your player's boot and then immediately hold ←.



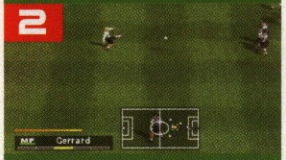
What can we say? Golden Balls seems to be a natural at this free kick malarkey.

35m FREE KICK

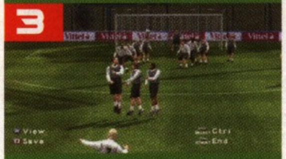
This is the maximum range that you can hope to score from. Only Roberto Carlos has the necessary power to have a hope from further out.



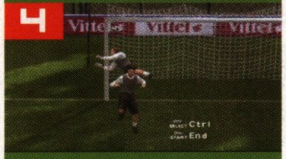
Aim just to the left of the keeper and hold down ↑ in preparation for a belter of a free kick.



Set the power to just a little below three quarters and keep ↑ held firmly down.



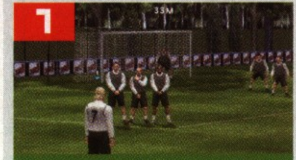
As soon as the ball leaves the kicker's boot roll your thumb round and hold ↖.



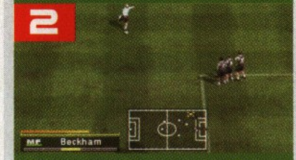
The extra zip on the ball combined with extra curve mean that the keeper stands no chance.

WIDE ANGLE

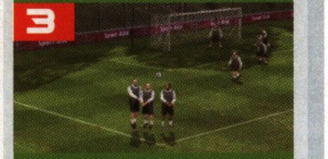
Only the very best can score from this kind of angle. Most players will opt to pump the ball into the area – but not our Becks. Oh no...



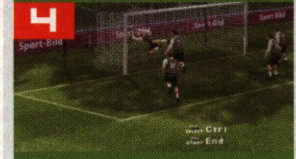
From this angle aiming is a little trickier. Aim for the keeper and hold ↑.



Set the power to a tad under three quarters and keep ↑ held until the kicker strikes the ball.

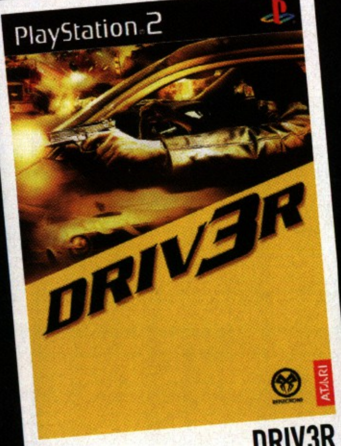


As soon as the ball leaves the kicker's boot release ↑ and immediately press ←.



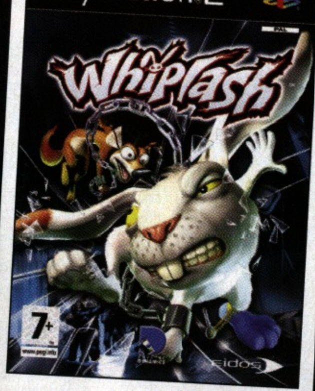
Get it right and you will squeeze the ball just inside the near post, just out of the keeper's grasp.

Play More!



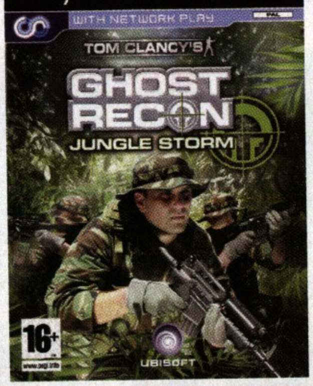
DRIV3R

Join undercover cop Tanner on an action-packed driving adventure in Miami, Nice and Istanbul. With ground-breaking graphics and inventive gameplay, Driv3r plays like an interactive movie.



WHIPLASH

After a break-out at an animal-testing unit, two demented fugitives – Redmond the rabbit and Spanx the weasel – are on the loose and looking for justice. A hilarious adventure that combines sharp wit with silly gross-out humour.



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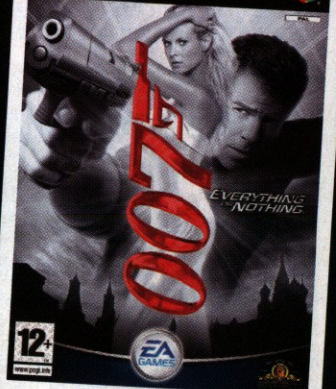

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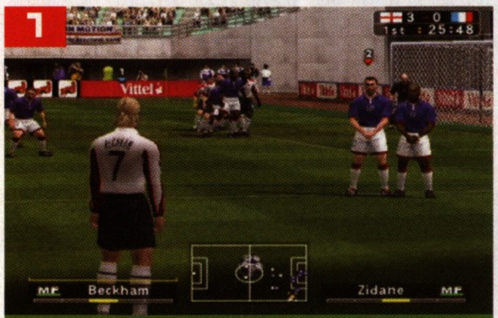
03 SET PIECES

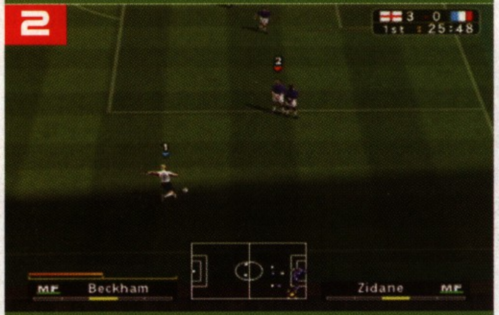
DEAD BALL SPECIALISTS CAN NOT ONLY SCORE FROM FREE KICK SITUATIONS – THEY CAN ALSO CREATE WITH SOME EXPERT USE OF THE ◎ BUTTON. HERE'S SOME WE SCORED EARLIER...

WIDE FREE KICK

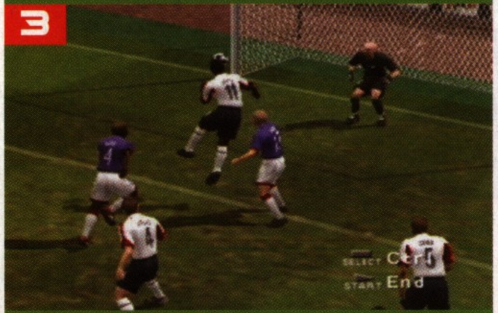
Your winger's been tripped as he ghosted past the opposing full back. You've packed the box with your big guns – can you pick one of them out?



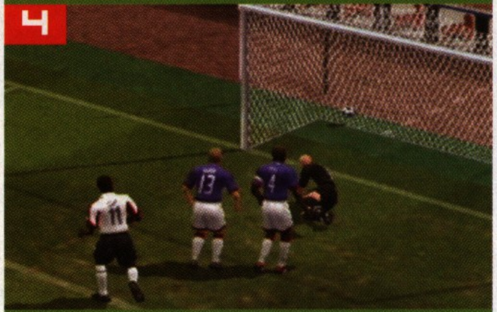
Watch your players' movements. You want to get the ball in behind the defence. Hold down ↑ in preparation.



Keep ↑ held down and set the power to exactly halfway with ◎. The ball will fly low and hard.



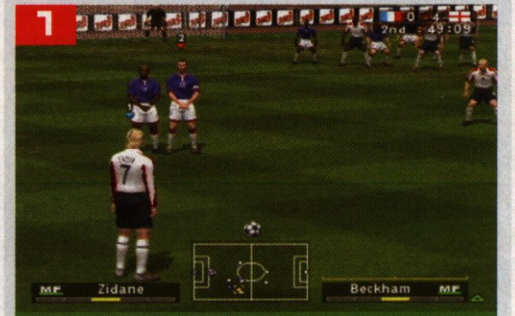
It's always a good idea to aim for your biggest players. In this instance Emile sneaks in front of the defenders.



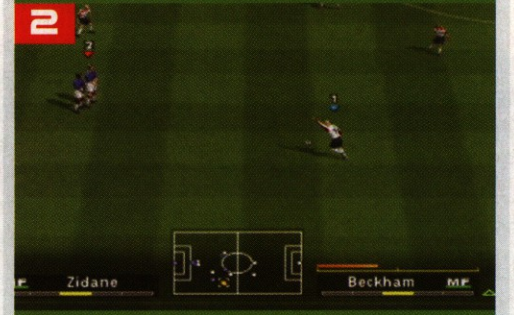
And there it is, two defenders and the keeper left absolutely stranded with Heskey notching up a rare strike.

LONG FREE KICK

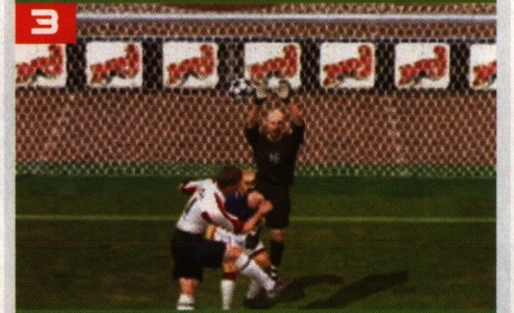
In *Pro Evo 2* anyone could score what we called 'a cheapsie', otherwise known as a speculative punt into the box. This time around it's much harder...



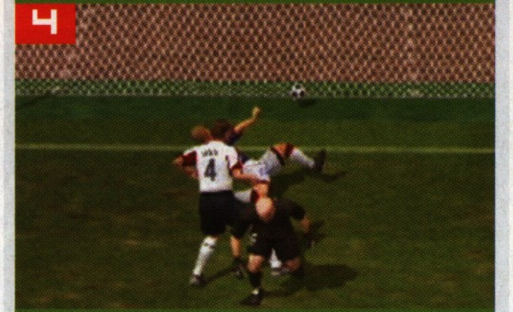
From long distance always try and hit the ball diagonally rather than straight.



Set the power to a tad under halfway with ◎. No after touch is required – it's all about getting the power just right.



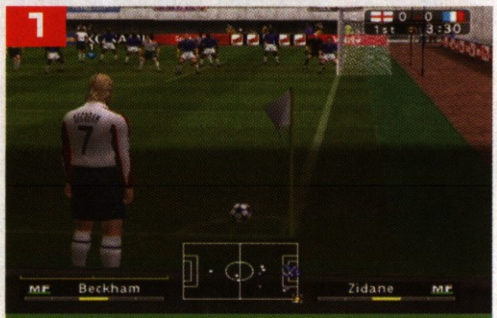
Judge it just right and the keeper will come for the ball and then find himself stuck in no man's land.



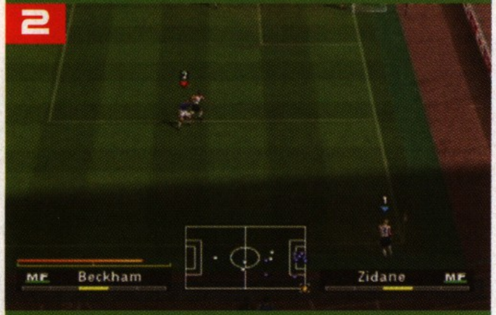
Barthez is wondering why the ball isn't in his grasp. Gerrard knows the answer is that he got there first.

CORNER

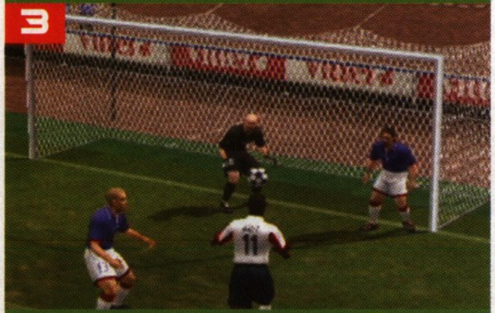
There is no sure fire way of netting from a corner every time in *Pro Evo 3*, but we reckon that you can score one in every four attempts with this method.



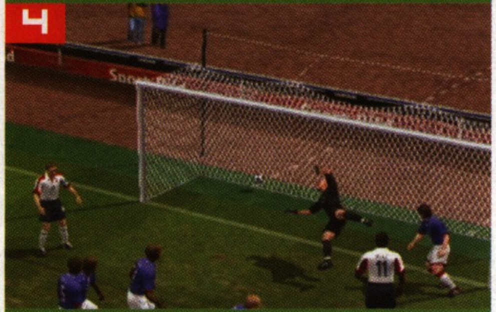
From your starting position aim a little to the right to compensate for the wicked curl that Beckham applies.



Hold ↑ and then set the power to a little over three quarters with ◎. As soon as your player strikes the ball hold ↖.



The ball will be whipped in with pace and curl in the area that is the hardest to defend.



It really is as easy as that. Heskey's dominance in the air once again proves conclusive.

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7650 = E
NGage = E
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GX10i = J
GX20 = K

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M50 = O
M55 = P
S55 = P
SL55 = Q
MC60 = R

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V500 = U
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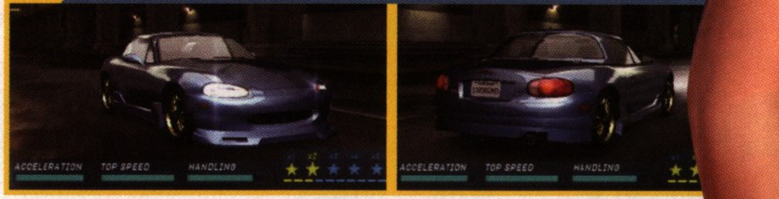
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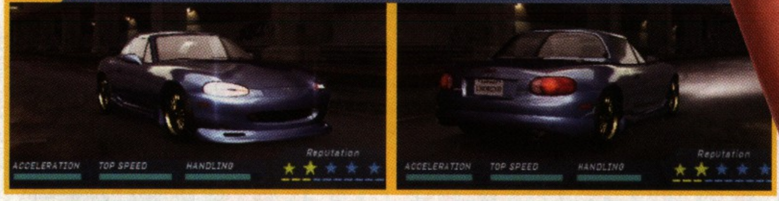
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Reputation
ACCELERATION
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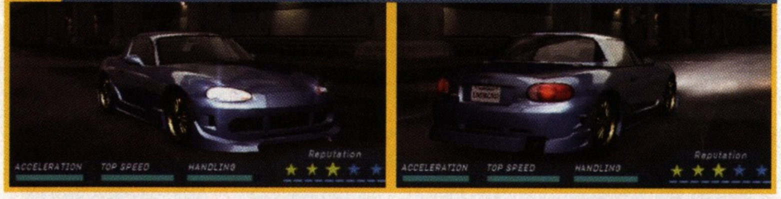
RENEGADE

● **Cost:** 1,000 ● **Unlocked:** Win race 44/111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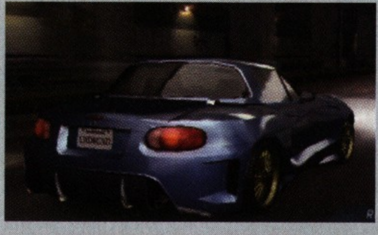
WARNING! If you want to continue customising your car, **DO NOT** save your game after winning race 112/111 (Legend of the Street). After this race you're no longer given the option to customise your ride.

WIDE BODY KITS

Win race 110/111 (Good Samaritan) and you're offered two unique wide body kits – Mantis or Vapor – as a Race Reward. You can only choose one of the kits, so choose wisely. With a wide kit fitted, other bumpers and side-skirts can't be installed on your ride. However, the wide kit can be removed by going to the Wide Body Kit option in the Body (Visual) Menu.



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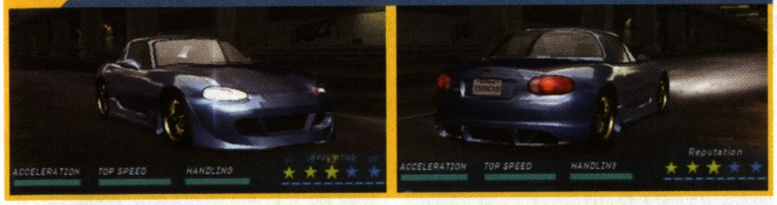
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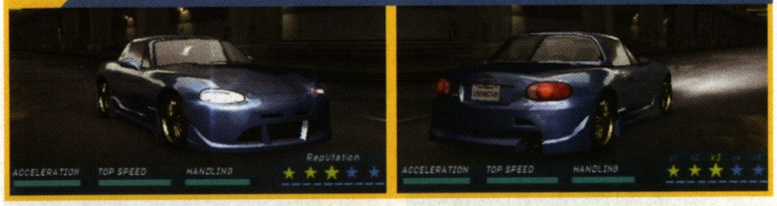
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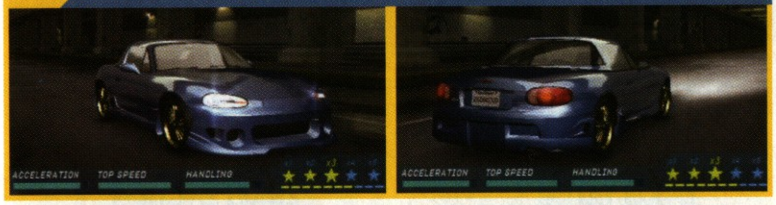
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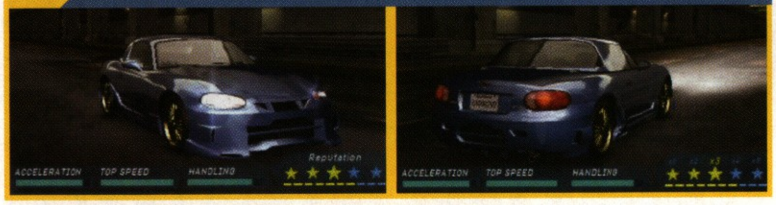
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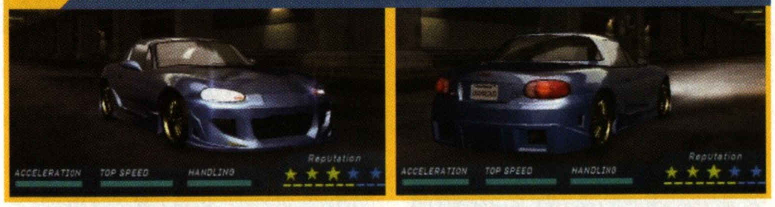
HANDLING
Reputation

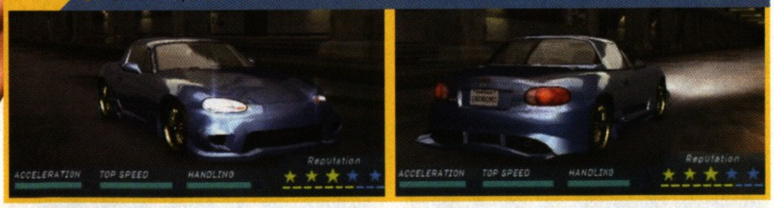
STORM

● **Cost:** 1,500 ● **Unlocked:** Win race 90/111


ACCELERATION
TOP SPEED
HANDLING
Reputation

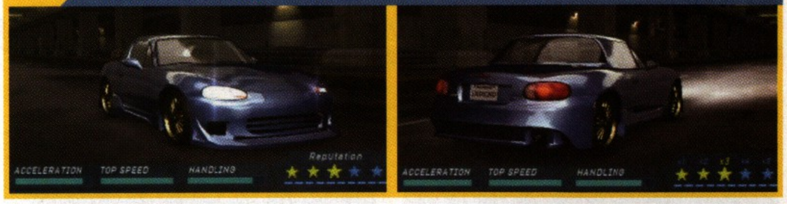
BLAST

● **Cost:** 1,500 ● **Unlocked:** Win race 90/111


ACCELERATION
TOP SPEED
HANDLING
Reputation

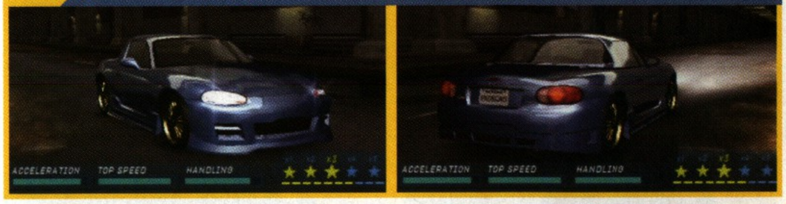
STRIKE

● **Cost:** 1,000 ● **Unlocked:** Win race 44/111


ACCELERATION
TOP SPEED
HANDLING
Reputation

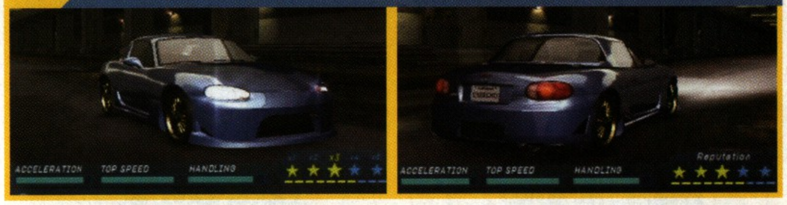
WOLFPACK

● **Cost:** 1,500 ● **Unlocked:** Win race 90/111


ACCELERATION
TOP SPEED
HANDLING

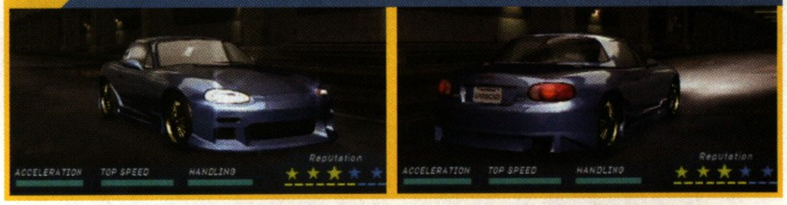
TYPE V

● **Cost:** Cost: 1,500 ● **Unlocked:** Win race 90/111


ACCELERATION
TOP SPEED
HANDLING
Reputation

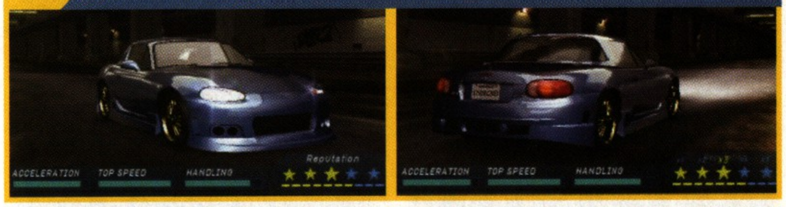
CRANK

● **Cost:** 1,500 ● **Unlocked:** Win race 90/111


ACCELERATION
TOP SPEED
HANDLING
Reputation

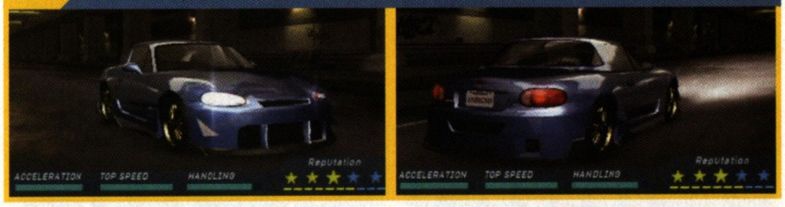
FRENZY

● **Cost:** 1,500 ● **Unlocked:** Win race 90/111


ACCELERATION
TOP SPEED
HANDLING
Reputation

RAGE

● **Cost:** 1,500 ● **Unlocked:** Win race 90/111


ACCELERATION
TOP SPEED
HANDLING
Reputation

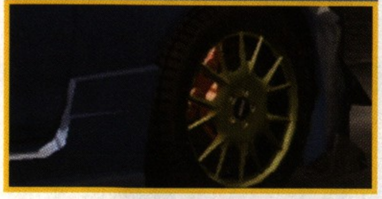
DESIGNS AND SEND US YOUR EFFORTS. THE BEST ONES COULD WIN BRAND NEW PS2 GAMES. LIKE THE NEW BOND... ■

02 RIMS

THERE ARE SO MANY STYLES OF RIMS THAT CHOOSING A SET FOR YOUR RIDE ISN'T EASY. LUCKY FOR YOU, WE'VE GOT THE WHOLE LOT RIGHT HERE READY FOR YOUR PERUSAL. CHOOSE AWAY AT YOUR LEISURE...

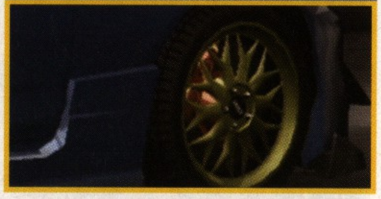
BBS CH

- **Cost:** 400
- **Unlocked:** Available from start



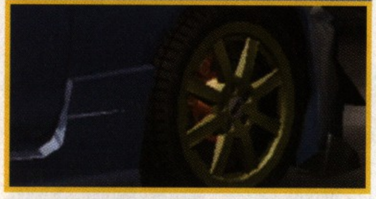
BBS LM

- **Cost:** 800
- **Unlocked:** Win race 34/111



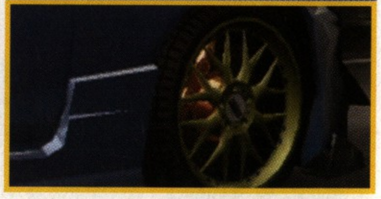
BBS RW2

- **Cost:** 800
- **Unlocked:** Win race 34/111



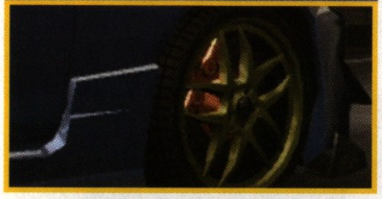
BBS RX2

- **Cost:** 1200
- **Unlocked:** Win race 81/111



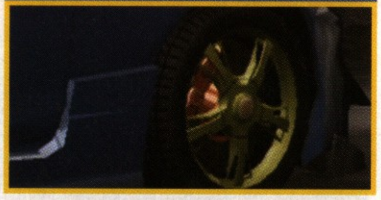
BBS VZ

- **Cost:** 1,200
- **Unlocked:** Win race 81/111



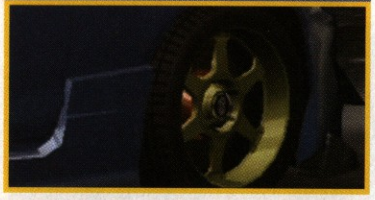
ENKEI VICTORY

- **Cost:** 400
- **Unlocked:** Available from start



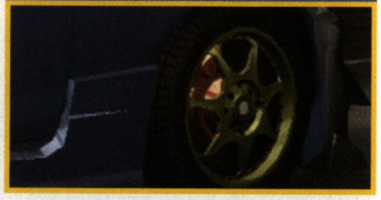
ENKEI RT6

- **Cost:** 400
- **Unlocked:** Available from start



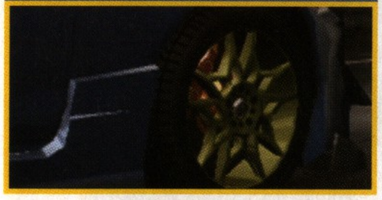
ENKEI RS-E

- **Cost:** 400
- **Unlocked:** Available from start



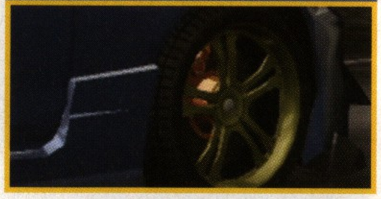
ENKEI SHUTOKO

- **Cost:** 400
- **Unlocked:** Available from start



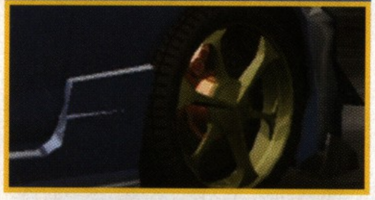
ENKEI KAPONE

- **Cost:** 800
- **Unlocked:** Win race 34/111



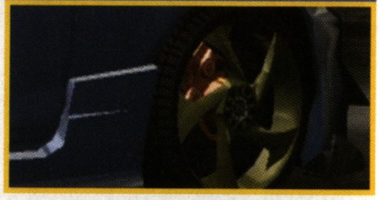
ENKEI VALOR

- **Cost:** 800
- **Unlocked:** Win race 34/111



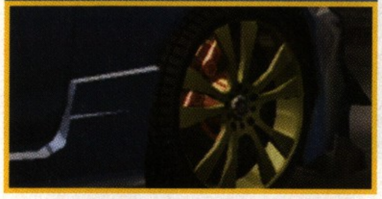
ENKEI SHOGUN

- **Cost:** 1200
- **Unlocked:** Win race 81/111



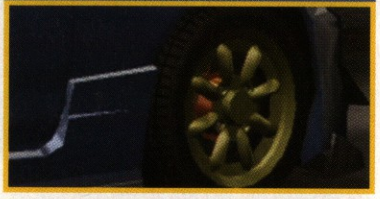
ENKEI SUZUKA

- **Cost:** 1,200
- **Unlocked:** Win race 81/111



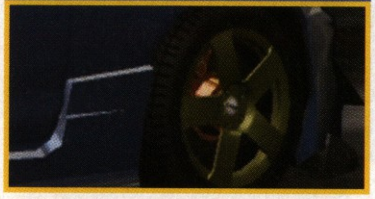
KONIG REWIND

- **Cost:** 400
- **Unlocked:** Available from start



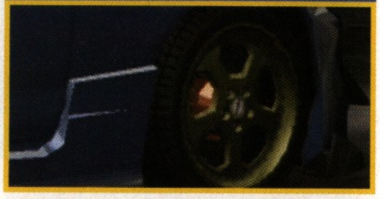
KONIG DTD GLIDE

- **Cost:** 400
- **Unlocked:** Available from start



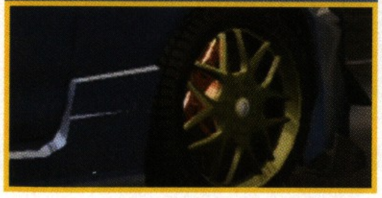
KONIG PODIUM

- **Cost:** 800
- **Unlocked:** Win race 34/111



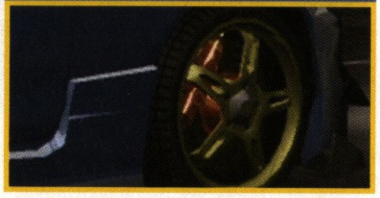
KONIG DRONE

- **Cost:** 800
- **Unlocked:** Win race 34/111



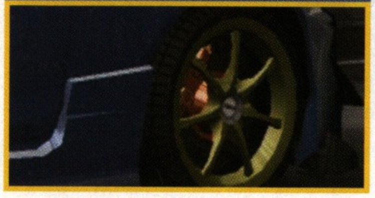
KONIG HOLES

- **Cost:** 1,200
- **Unlocked:** Win race 81/111



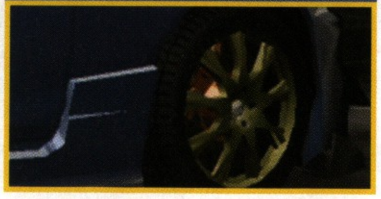
KONIG BLATANT

- **Cost:** 1,200
- **Unlocked:** Win race 81/111



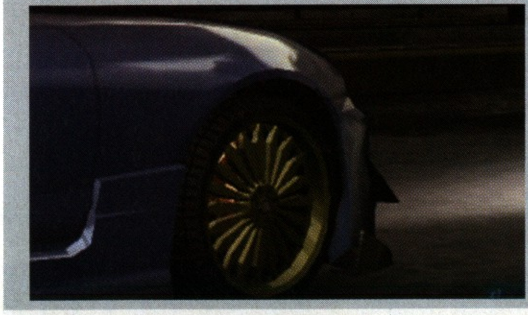
MOMO M1

- **Cost:** 400
- **Unlocked:** Available from start



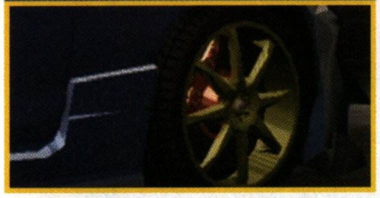
UNIQUE RIMS

Win race 47/111 (Blue Light Special) and you're offered five unique rims to choose from as a Race Reward. You can only choose one of the rims, so choose wisely. The rims offered are: Enkei Silverstar, Enkei Arashi, Momo Vantage, O.Z. Superleggera and Livia (NFSU).



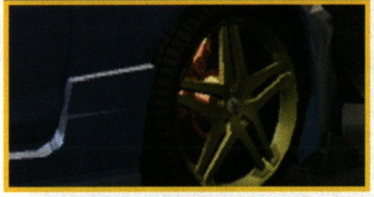
MOMO QUASAR2

- **Cost:** 800
- **Unlocked:** Win race 34/111



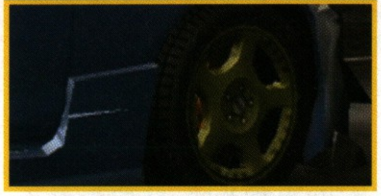
MOMO SPORT

- **Cost:** 1,200
- **Unlocked:** Win race 81/111



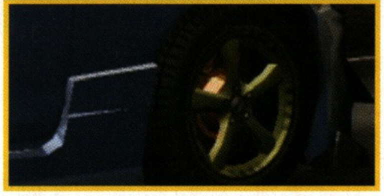
O.Z. OPERA II PAT. LIP

- **Cost:** 400
- **Unlocked:** Available from start



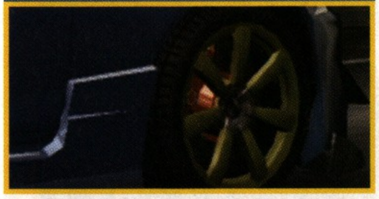
O.Z. VELA III

- **Cost:** 400
- **Unlocked:** Available from start



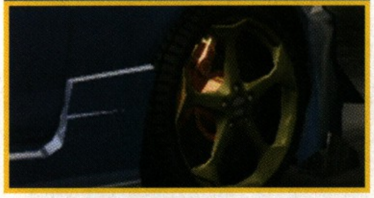
O.Z. TITAN

- **Cost:** 800
- **Unlocked:** Win race 34/111



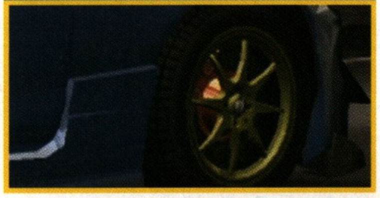
O.Z. ANTARES

- **Cost:** 1,200
- **Unlocked:** Win race 81/111



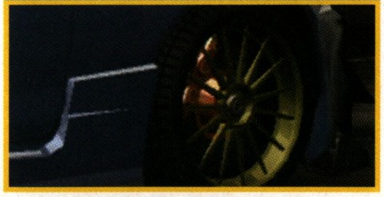
RACING HART CP8

- **Cost:** 400
- **Unlocked:** Available from start



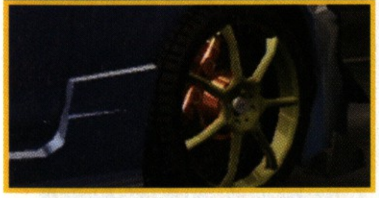
RACING HART S15

- **Cost:** 800
- **Unlocked:** Win race 34/111



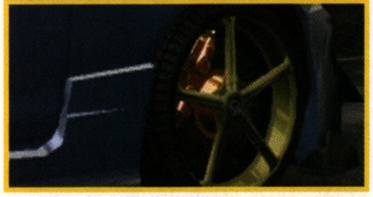
RACING HART S7

- **Cost:** 800
- **Unlocked:** Win race 34/111



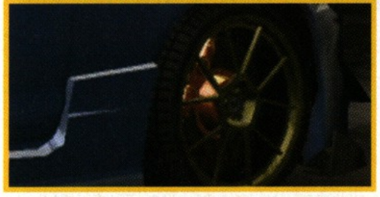
RACING HART Z5000

- **Cost:** 1,200
- **Unlocked:** Win race 81/111



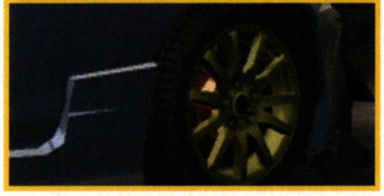
RACING HART CP10

- **Cost:** 1,200
- **Unlocked:** Win race 81/111



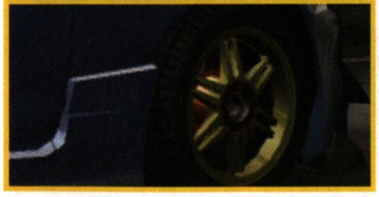
NFSU CYCLONE

- **Cost:** 400
- **Unlocked:** Available from start



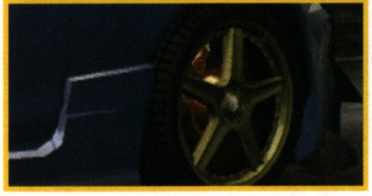
NFSU SIX-SHOOTER

- **Cost:** 400
- **Unlocked:** Available from start



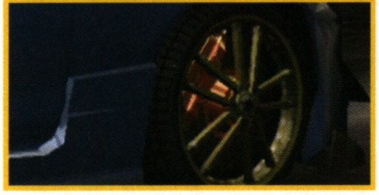
NFSU FIVE-STAR

- **Cost:** 800
- **Unlocked:** Win race 34/111



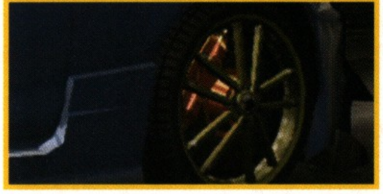
NFSU NINJA-STAR

- **Cost:** 1,200
- **Unlocked:** Win race 81/111



NFSU SPLIT

- **Cost:** 1,200
- **Unlocked:** Win race 81/111

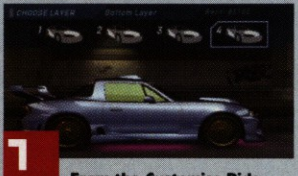


SHOW US YOURS!

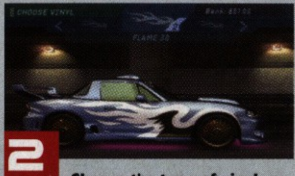
If you think you've created a respectable ride of your own, send us the specs and – if we receive enough – we'll show the best ones in a future issue of Cheatzone.

03 ADDING VINYLS

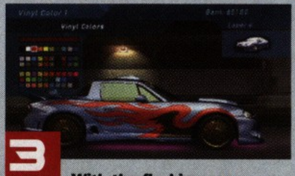
VINYL UP YOUR RIDE TO CREATE A ROAD MONSTER. HERE'S HOW, STEP-BY-EASY-STEP, LIKE...



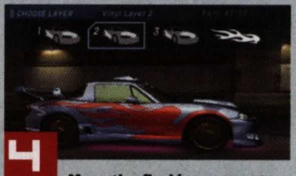
1 From the Customise Ride Menu, select Visual and then the Vinyl option. Move the flashing cursor to box ← – this box represents the bottom vinyl layer – and press ⊗.



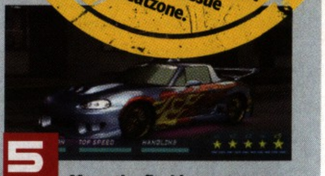
2 Choose the type of vinyl you want to add – select 'Side' – and choose which group of vinyl you want to add – select 'Flame'. Scroll through and select 'Flame 30'.



3 With the flashing cursor over box 4, press ◎ to enter the colour palette. Choose the red box and press ⊗ to apply paint. Make the second vinyl section red also.



4 Move the flashing cursor to box 2 – this box is vinyl layer 2 – and press ⊗. Select 'Side', 'Flame' and choose 'Flame 16'. Enter the colour palette and apply orange paint.



5 Move the flashing cursor to box 1 – this box represents the top vinyl layer – and press ⊗. Select 'Side', 'Flame' and choose 'Flame 14'. Now apply yellow paint.

04 NEW CAR SHOWROOM

LACKING IN CREATIVE FLAIR? FEAR NOT. HAVE A GANDER AT THIS LITTLE LOT AND DESIGN YOUR FAVOURITE RIDE USING THE SPECS PROVIDED. VINYL SCHEMES, PAINT JOB – THE LOT. BOSCH.

CAR 01 ACURA RSX

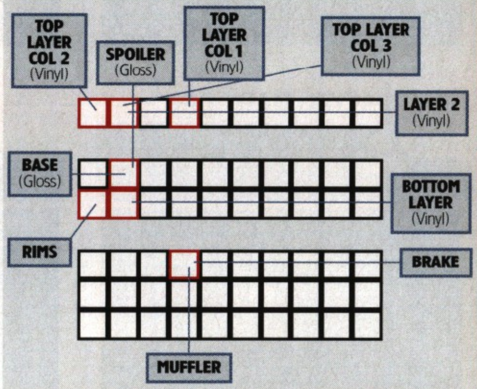
BODY
- **Bumpers & Skirts:** Blast
- **Spoiler:** Inferno
- **Hood:** Formula-Style
- **Roof Scoop:** Gills

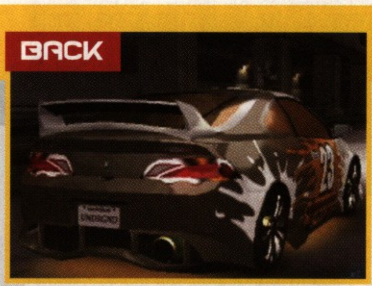
RIMS
- Enkei Suzuka

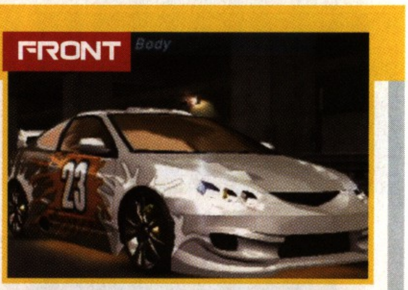
ACCESSORIES
- **Neon:** Gold Pulse
- **Headlights:** Lunar
- **Taillights:** Masked
- **Muffler Tip:** Rocket
- **Window Tinting:** Dark Gold

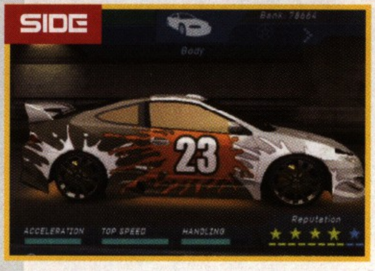
VINYLS
- **Top Layer:** Side/Splash 16
- **Layer 2:** Side/Splash 7
- **Bottom Layer:** Body/Body 2

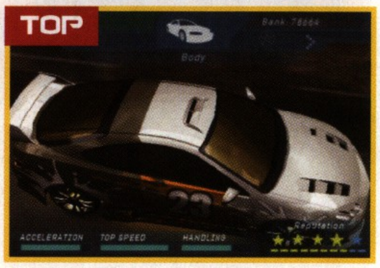
PAINT PALETTE


TOP LAYER COL 2 (Vinyl)
SPOILER (Gloss)
TOP LAYER COL 1 (Vinyl)
TOP LAYER COL 3 (Vinyl)
LAYER 2 (Vinyl)
BASE (Gloss)
BOTTOM LAYER (Vinyl)
RIMS
BRAKE
MUFFLER









CAR 02 NISSAN SKYLINE

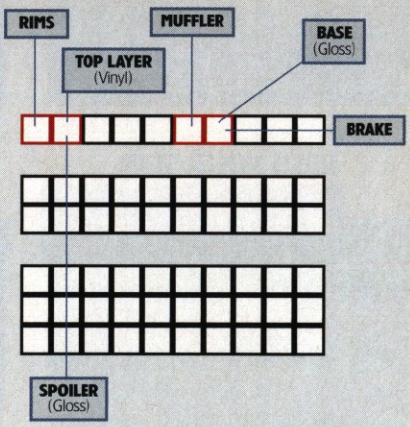
BODY
- **Bumpers & Skirts:** Vortex
- **Spoiler:** Mako
- **Hood:** Trident
- **Roof Scoop:** Dually

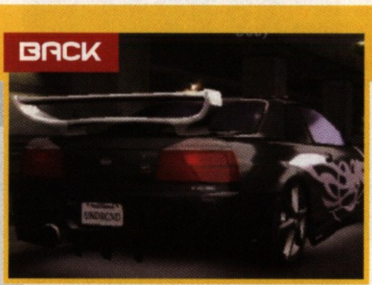
RIMS
- NFSU Ninja-Star

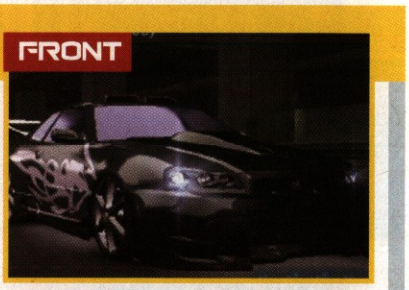
ACCESSORIES
- **Neon:** White Pulse
- **Headlights:** Projector
- **Taillights:** Crimson
- **Muffler Tip:** Rocket
- **Window Tinting:** Dark Grape

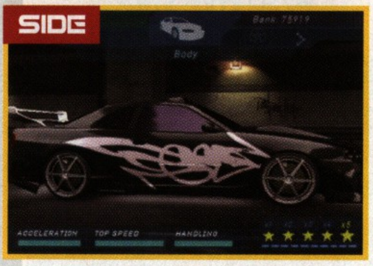
VINYLS
- **Top Layer:** Side/Modern 10

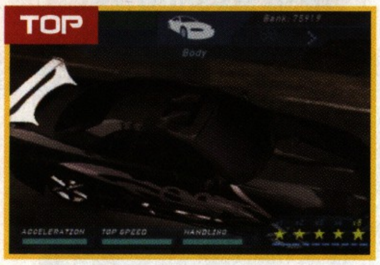
PAINT PALETTE


RIMS
MUFFLER
BASE (Gloss)
TOP LAYER (Vinyl)
BRAKE
SPOILER (Gloss)









CAR 03 NISSAN 350ZRSX

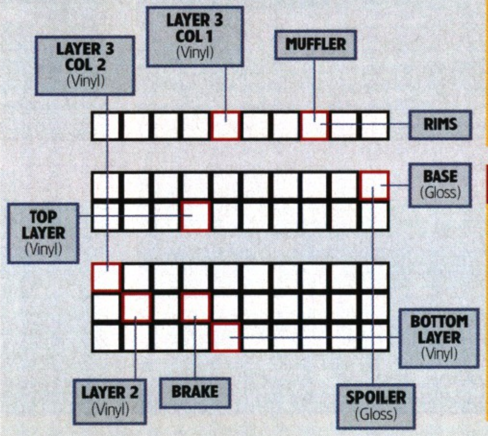
BODY
- **Bumpers & Skirts:**Type V
- **Spoiler:** Supernova
- **Hood:** Beast
- **Roof Scoop:** Rally

RIMS
- MOMO Sport

ACCESSORIES
- **Neon:** Yellow Pulse
- **Headlights:** Eyelids
- **Taillights:** Masked
- **Muffler Tip:** Sonic
- **Window Tinting:** Dark Yellow

VINYLS
- **Top Layer:** Side/Tear 5
- **Layer 2:** Side/Tear 24
- **Layer 3:** Side/Tear 34
- **Bottom Layer:** Side/Tear 3

PAINT PALETTE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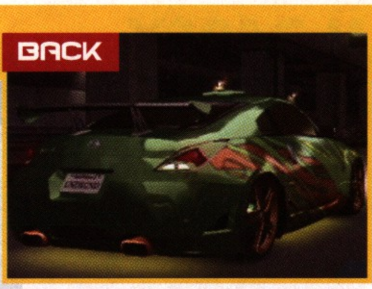
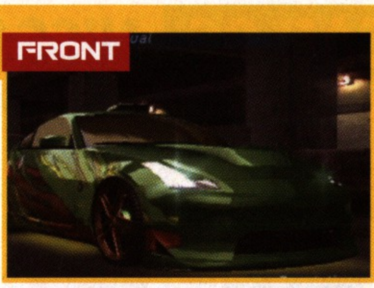
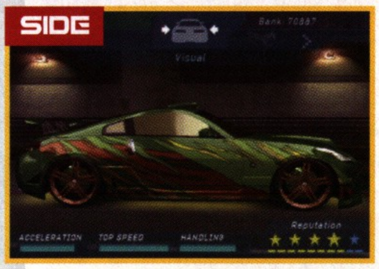
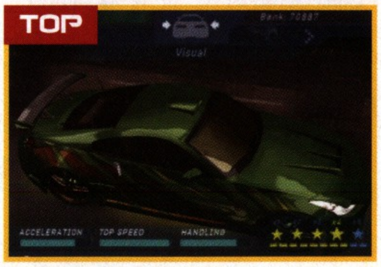
LAYER 3 COL 1 (Vinyl)
MUFFLER
RIMS
BASE (Gloss)
TOP LAYER (Vinyl)
BOTTOM LAYER (Vinyl)
LAYER 2 (Vinyl)
BRAKE
SPOILER (Gloss)






SIDE
Visual
ACCELERATION
TOP SPEED
HANDLING
Reputation


TOP
Visual
ACCELERATION
TOP SPEED
HANDLING

CAR 04 HONDA S2000

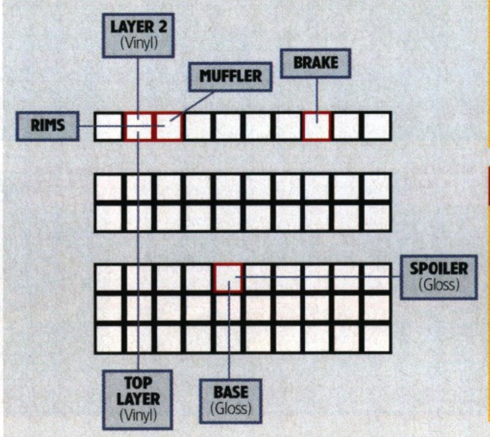
BODY
- **Bumpers & Skirts:** Crank
- **Spoiler:** Boomerang
- **Hood:** Stock
- **Roof Scoop:** Offset

RIMS
- Enkei Shogun

ACCESSORIES
- **Neon:** White Pulse
- **Headlights:** Voltage
- **Taillights:** Masked
- **Muffler Tip:** Rumble
- **Window Tinting:** Dark Aqua

VINYLS
- **Top Layer:** Side/Stripe 17
- **Layer 2:** Hood/Stripe 5

PAINT PALETTE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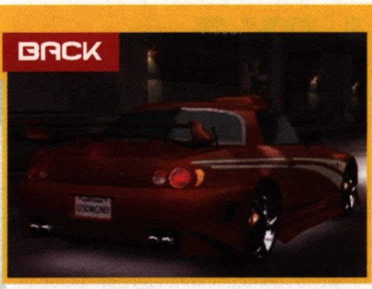
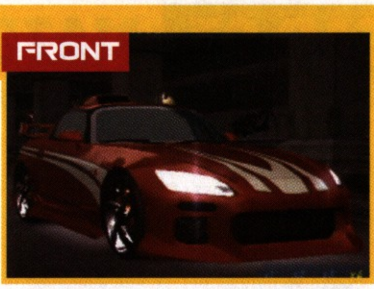
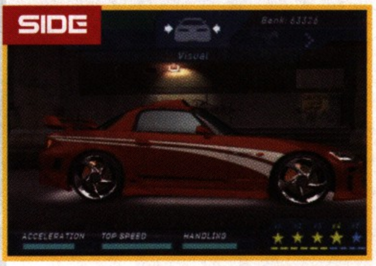
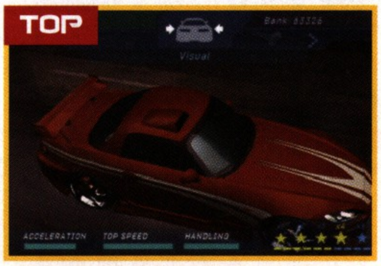
MUFFLER
BRAKE
RIMS
SPOILER (Gloss)
TOP LAYER (Vinyl)
BASE (Gloss)






SIDE
Visual
ACCELERATION
TOP SPEED
HANDLING


TOP
Visual
ACCELERATION
TOP SPEED
HANDLING

CAR 05 PEUGOT 206

BODY
- **Bumpers & Skirts:** Spyder
- **Spoiler:** ITrivo
- **Hood:** Mongoose CF
- **Roof Scoop:** Blizzard

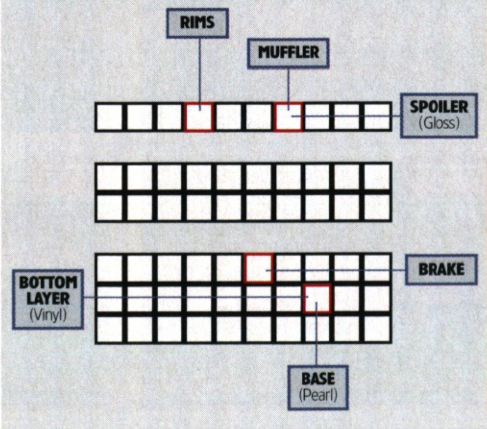
RIMS
- BBS RX2

ACCESSORIES
- **Neon:** Aqua Pulse
- **Headlights:** Eyelids
- **Taillights:** Reaper
- **Muffler Tip:** Rocket
- **Window Tinting:** Dark Aqua

DECALS
- **Windshield:** MOMO
- **Rear Window:** MOMO

VINYLS
- **Top Layer:** Manufacturer/ Eurolite
- **Bottom Layer:** Body/Body 3

PAINT PALETTE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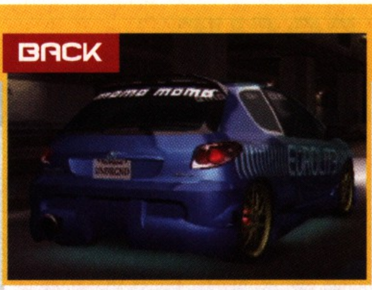
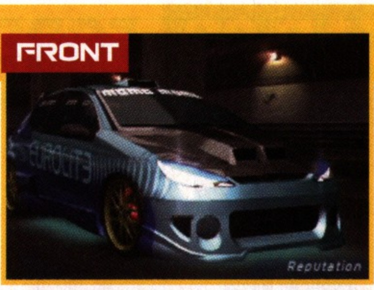
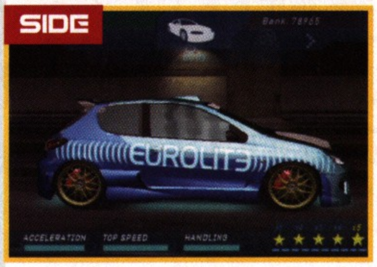
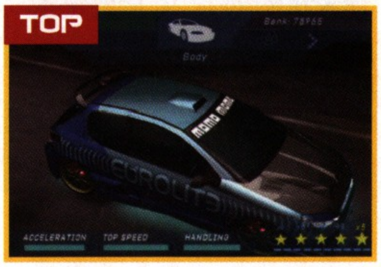
MUFFLER
SPOILER (Gloss)
BOTTOM LAYER (Vinyl)
BRAKE
BASE (Pearl)


BACK
EUROLITE


FRONT
Reputation


SIDE
EUROLITE
ACCELERATION
TOP SPEED
HANDLING


TOP
Body
ACCELERATION
TOP SPEED
HANDLING

CAR 06 NISSAN 240SX

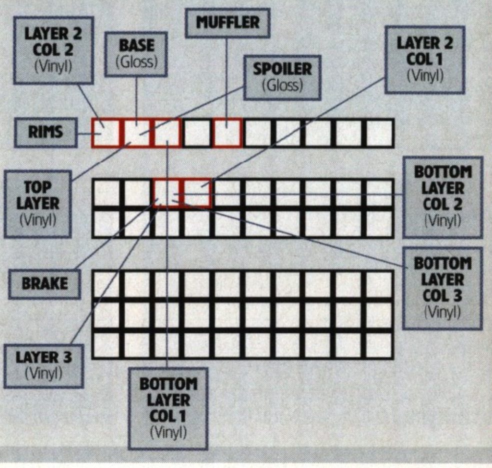
BODY
- **Bumpers & Skirts:** Frenzy
- **Spoiler:** Backdraft
- **Hood:** Stock
- **Roof Scoop:** Ventrex

RIMS
- Konig Blatant

ACCESSORIES
- **Neon:** Blue Pulse
- **Headlights:** Voltage
- **Taillights:** Masked
- **Muffler Tip:** Rumble
- **Window Tinting:** Dark Aqua

VINYLS
- **Top Layer:** Hood/Flame 6
- **Layer 2:** Side/Wild 13
- **Layer 3:** Hood/Stripe 3
- **Bottom Layer:** Side/Wild 27

PAINT PALETTE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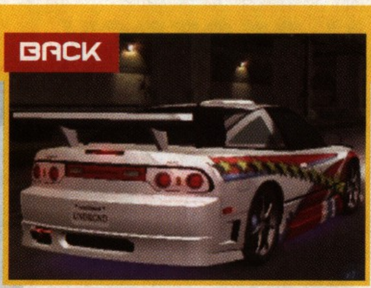
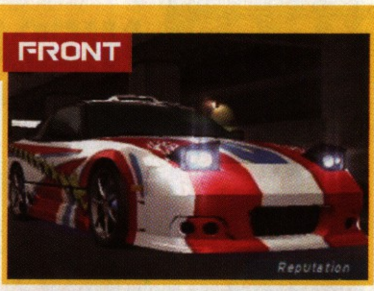
BASE (Gloss)
MUFFLER
SPOILER (Gloss)
LAYER 2 COL 1 (Vinyl)
RIMS
TOP LAYER (Vinyl)
BOTTOM LAYER COL 2 (Vinyl)
BRAKE
BOTTOM LAYER COL 3 (Vinyl)
LAYER 3 (Vinyl)
BOTTOM LAYER COL 1 (Vinyl)

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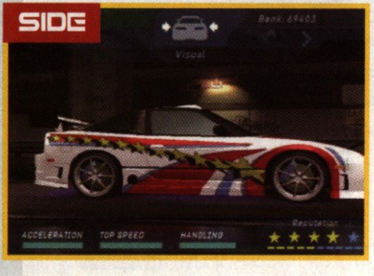
Reputation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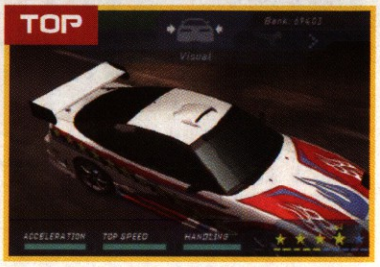
Visual
ACCELERATION
TOP SPEED
HANDLING
Reputation


TOP
Visual
ACCELERATION
TOP SPEED
HANDLING

CAR 07 MAZDA RX-7

BODY
- **Bumpers & Skirts:** Wolfpack
- **Spoiler:** Hammerhead
- **Hood:** Duo Max
- **Roof Scoop:** Ventrex

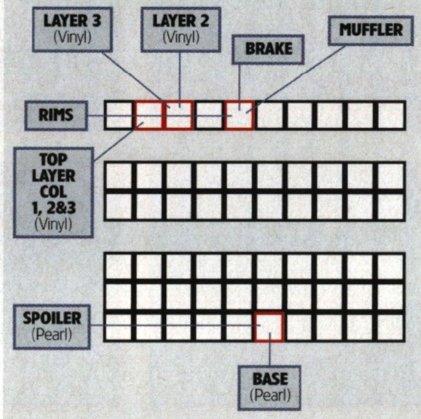
RIMS
- Racing Hart Z5000

ACCESSORIES
- **Neon:** Pink Pulse
- **Headlights:** Projector
- **Taillights:** Chrome
- **Muffler Tip:** Thunderbolt
- **Window Tinting:** Dark Black

DECALS
- **Left Door** Slot 1: Sparco (Blk)
- **Right Door** Slot 1: Sparco (Blk)

VINYLS
- **Top Layer:** Side/Wild 26
- **Layer 2:** Side/Lightning 8
- **Layer 3:** Side/Lightning 10

PAINT PALETTE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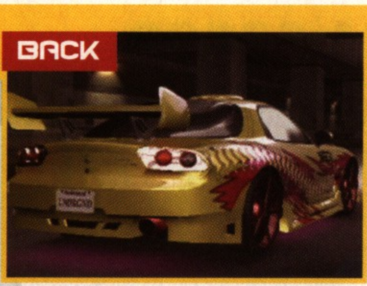
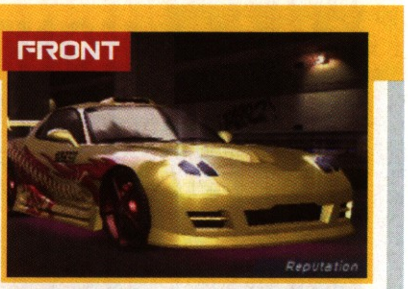
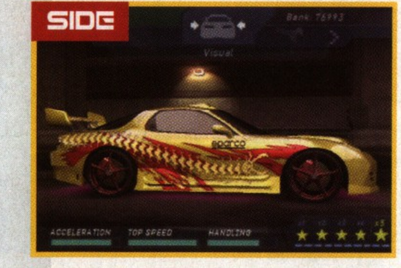
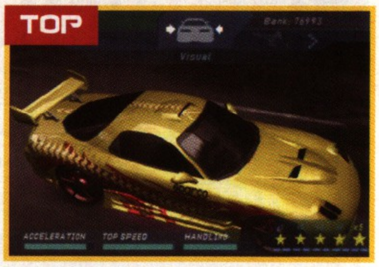
LAYER 2 (Vinyl)
BRAKE
MUFFLER
RIMS
TOP LAYER COL 1, 2&3 (Vinyl)
SPOILER (Pearl)
BASE (Pearl)




FRONT
Reputation


SIDE
Visual
ACCELERATION
TOP SPEED
HANDLING


TOP
Visual
ACCELERATION
TOP SPEED
HANDLING

CAR 08 FORD FOCUS

BODY
- **Bumpers & Skirts:** Storm
- **Spoiler:** Boomerang
- **Hood:** Formula-Style
- **Roof Scoop:** Blizzard

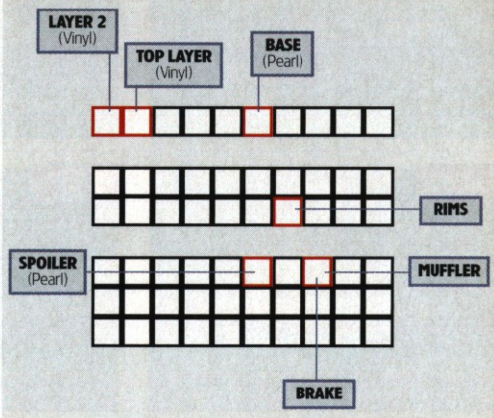
RIMS
- O.Z. Antares

ACCESSORIES
- **Neon:** Aqua Pulse
- **Headlights:** Lunar
- **Taillights:** Crimson
- **Muffler Tip:** Rocket
- **Window Tinting:** Dark Lime

DECALS
- **Windshield:** Kenwood
- **Rear Window:** Kenwood
- **L Qr Pnl** Lyout 1: Kenwood (Bk)
- **R Qr Pnl** Lyout 1: Kenwood (Bk)

VINYLS
- **Top Layer:** Body/Body 5
- **Layer 2:** Body/Body 1

PAINT PALETTE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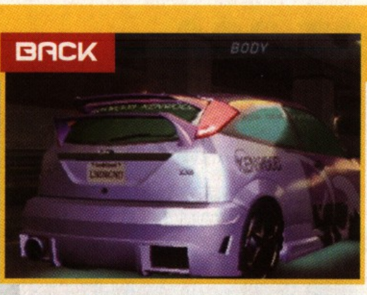
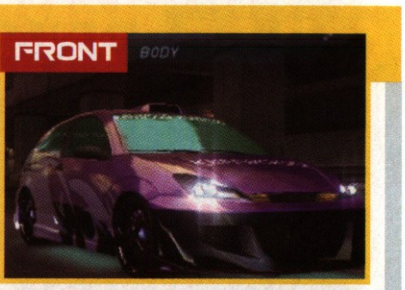
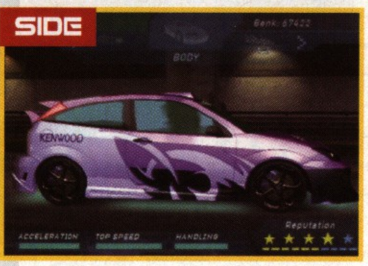
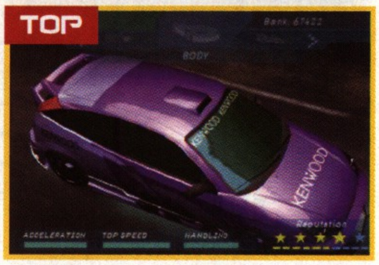
BASE (Pearl)
RIMS
SPOILER (Pearl)
MUFFLER
BRAKE






SIDE
BODY
KENWOOD
ACCELERATION
TOP SPEED
HANDLING
Reputation


TOP
BODY
KENWOOD
ACCELERATION
TOP SPEED
HANDLING
Reputation

SPYHUNTER 2
MIDWAY

PlayStation 2 XBOX 7+ www.pegi.info

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THE FACTS: **CASTLEVANIA** ● PLAYERS **ONE** ● MEMORY CARD SPACE **123KB**
● DIFFICULTY **HARD TO FIND EVERYTHING** ● COMPLETION TIME **20-25 HOURS**

CASTLEVANIA

Find your way out of the Vampire's castle alive with our handy guide to Konami's brilliant Castlevania PS2 debut.

BEST PLAYED
After spending hours on end squinting at the oh-so-tiny sprites of the GBA versions.

01 GENERAL TIPS

ESSENTIAL TIPS FOR BUSTING UNDEAD ASS...

1. SKILLS

Beginning with a simple combination of ◎ and △ attacks, experience in combat soon begins to unlock a whole bunch of skills that improve Leon's repertoire. There's a total of 15. Open the menu and select skills to see the list, and take the time to learn the button combinations. You'll be glad you did when you get further into the game.

2. SECONDARY WEAPONS

Smashing open the purple torches that line each room tops up your heart, which in turn provide the power you need to use your secondary weapon. This is accessed by pressing ◎ during combat, and there are five different kinds to find (Cross, Holy Water, Crystal, Axe and Knife), though only one can be carried at a time. Look for the orange torches on each level, and bust them open to swap weapons. Many enemies have immunities to particular secondary weapons, but conversely, they'll be weak against another, so you'll need to choose wisely. Check our boss guide for a full rundown of what's best against each one. Believe us, it'll make your life a lot easier.

3. ORBS

Orbs are used in conjunction with your secondary weapon to give new magical attacks. There are seven different colours to collect; each providing a unique attack for all of the five weapons. Using them consumes a variable amount of heart, depending on which one you select. Again, see our Boss guide for the locations of each Orb.

2 Hit!
Total 60 Damage
Red Ogre

4. RELICS

Relics are ancient magical items left behind by previous brave fools who've attempted to take on the Vampire Master, and they give you further power. This time, instead of consuming heart, they sap away at your Mana Points Meter, located at the top left of the screen under the health bar. See our item list for the full skinny on each of these. Once your MP is depleted, it can be refilled by either using the blocking technique described below, or using the Mana Prism item.

5. BLOCKING

Blocking is activated by holding L1, and serves two purposes. Firstly, it prevents damage from enemy attacks – essential against multiple, tough opponents on the later levels. Equally important though, is that it allows you to draw energy from enemies' magical attacks (when they glow purple), hence re-filling your Mana Meter. Learn to do this to prevent yourself being caught short in a tricky battle.

6. ACCESSORIES

Accessories are yet another useful tool in your battle against the Vampire Lord's evil hoard. They provide all sorts of useful such as raising resistance to certain elements; increasing attacking and defensive power; preventing status effects, and even giving you a discount at Rinaldo's store. Initially, you've two slots available with which to equip accessories, though finding the Tool Bag late on in the game will give you a third. See the list for full details on each of these handy extras.

7. REAL-TIME MENU SYSTEM

Castlevania features a real-time menu system; which means that everything you need to use must be accessed while you're playing the game, rather than pausing the action (quite tricky in the heat of battle). Everything's reachable via a flick of the Right analog stick, and L1 and L2 allow for quick selection of orbs and relics.

8. MARKER STONES

There are eight Marker Stones to collect over the course of the game, and they're dead handy for finding your way to particular locations. For example, if you happen upon a room where you're currently unable to complete a puzzle, because you don't have the right item, you can simply mark it on the map (accessed via SELECT) and return there later when you've obtained what you need. Get into the habit of using these stones to save yourself a whole load of wandering.

Fippin' Hell: Pull off some nifty acrobatics with the quickstep.

9. ARMOUR

There are four different types of armour in the game, each providing a greater degree of protection, and they all become available at Rinaldo's shop when you've completed a certain percentage of the game. The Earth Plate gives 5% protection, and becomes available after completing 20%; the Meteor Plates gives 10% and requires 40% completion; the Moonlight Plate is 20% protection after 60% of the game, and finally the Solar Plate only becomes available after you're 80% of the way through, but reduces damage by 30%.

10. SHOPPING

Using a Magical Ticket at any time will return you to Rinaldo's house, where he'll willingly replenish your items at a price. He'll also buy stuff from you, so you can stock up on the really important items like potions. Remember though, using a Magical Ticket means that you'll have to trek all the way back to where you were before, which can sometimes mean travelling a long way. To counter this, keep a supply of Memorial Tickets to hand, which will transport you back to the last save.

11. WHIP JUMPING

Possibly the most annoying thing about Lament Of Innocence is the precision with which you need to execute whip jumping (catching hold of railings or poles with your whip to reach otherwise inaccessible ledges). There's not too much over-reliance on this awkward technique during the course of the game, thankfully, but there are areas where you've no choice but to use it. One thing that's particularly useful is the Wolf's Foot accessory, which makes Leon runs faster, therefore enabling higher leaps, and eliminating the need for whip jumps in certain places.

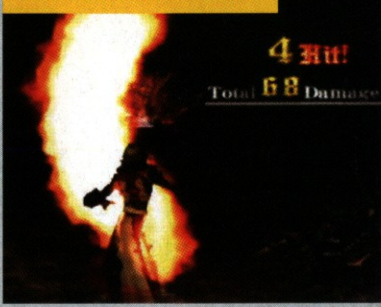
HOT SHOTS

White hot blasts of wisdom for mastery of the game...

WHIP CRACK AWAY!

Cast an eye over the awesome power of the magical whip right here!

Ripper: Even the basic whip's a pretty awesome weapon.



Burn Baby Burn: Unleash firey mayhem with the flame whip.

Thunderous: Get stormy on their asses with this fella.

1. WHIP OF ALCHEMY

The basic form of the whip that you get from Rinaldo at the beginning of the game, this whip's still a bad-boy...

2. WHIP OF THUNDER

Give the whip the power of lightning by beating the Thunder Elemental for a shocking new power...

3. WHIP OF FIRE

Upgrade via kicking the Flame Elemental into touch to warm proceedings up a little...

4. WHIP OF ICE

Give enemies a frosty reception with the ice power toward the end of the game.

5. VAMPIRE KILLER

Tapping into the power of an unclean soul, the Vampire Killer's deadly to the touch for creatures of the night.

Vamp it up: The vampire killer's deadly against the undead.

02 BAD BOY BEATER

CHECK THIS OUT BEFORE YOU HEAD INTO BATTLE WITH THE BOSSES TO MAKE SURE YOU'VE OPTIMISED YOUR EQUIPMENT TO TAKE ADVANTAGE OF THEIR WEAKNESSES.

1 Hit!
Total 51 Damage

UNDEAD PARASITE

HP 1200

■ **Beat To Obtain:** Blue Orb

■ **Location:** House Of Sacred Remains

■ **Strong Against:** N/A

■ **Weak Against:** Cross, Holy Water

■ **Recommended Additional Equipment:** N/A

THUNDER ELEMENTAL

HP 1500

■ **Beat To Obtain:** Whip Of Lightning

■ **Location:** Garden Forgotten By Time

■ **Strong Against:** Lightning

■ **Weak Against:** Axe, Knife

■ **Recommended Additional Equipment:**Ring Of Lightning, White Bishop

GOLEM

HP 1500

■ **Beat To Obtain:** Red Orb

■ **Location:** Anti-souls Mysteries Lab

■ **Strong Against:** Knife, Lightning

■ **Weak Against:** N/A

■ **Recommended Additional Equipment:** N/A

MEDUSA

HP 2000

■ **Beat To Obtain:** Purple Orb

■ **Location:** Garden Forgotten By Time

■ **Strong Against:** N/A

■ **Weak Against:** Axe

■ **Recommended Additional Equipment:**Black Bishop, Perseus' Ring

FLAME ELEMENTAL

HP 1500

■ **Beat To Obtain:** Whip Of Fire

■ **Location:** Anti-souls Mysteries Lab

■ **Strong Against:** Fire

■ **Weak Against:** Ice

■ **Recommended Additional Equipment:**Ring Of Fire, Black Bishop

SUCCUBUS

HP 1000

■ **Beat To Obtain:** Yellow Orb

■ **Location:** Ghostly Theatre

■ **Strong Against:** N/A

■ **Weak Against:** Knife, Fire

■ **Recommended Additional Equipment:** Black Bishop, Ring Of Thunder

FROST ELEMENTAL

HP 1500

■ **Beat To Obtain:** Whip Of Ice

■ **Location:** Dark Palace Of Waterfalls

■ **Strong Against:** Ice, Cross, Crystal, Holy Water

■ **Weak Against:** Fire

■ **Recommended Additional Equipment:** Black Bishop, Arctic Ring.

DOPPELGANGER

HP 1000

■ **Beat To Obtain:** N/A

■ **Location:** Dark Palace Of Waterfalls

■ **Strong Against:** N/A

■ **Weak Against:** N/A

■ **Recommended Additional Equipment:** Black Bishop, Ring Of Fire

JOACHIM

HP1500

■ **Beat To Obtain:** Green Orb

■ **Location:** Dark Palace Of Waterfalls

■ **Strong Against:** Crystal, Knife, Axe

■ **Weak Against:** Holy Water, Cross, Ice

■ **Recommended Additional Equipment:** Black Bishop, Ring Of Fire

THE FORGOTTEN ONE

HP 4800

■ **Beat To Obtain:** Black Orb

■ **Location:** Prison Of Eternal Torture

■ **Strong Against:** Cross, Lightning, Fire

■ **Weak Against:** Ice

■ **Recommended Additional Equipment:** Draupinir, Brisingamen, Cleric's Ring

WALTER

HP 1500

■ **Beat To Obtain:** N/A

■ **Location:** Pagoda Of The Misty Moon

■ **Strong Against:** Axe, Knife

■ **Weak Against:** Vampire Killer, Crystal, Holy Water

■ **Recommended Additional Equipment:** Megingjord, Draupinir, Ring Of Fire

DEATH

HP 4444

■ **Beat To Obtain:** N/A

■ **Location:** Pagoda Of The Misty Moon

■ **Strong Against:** N/A

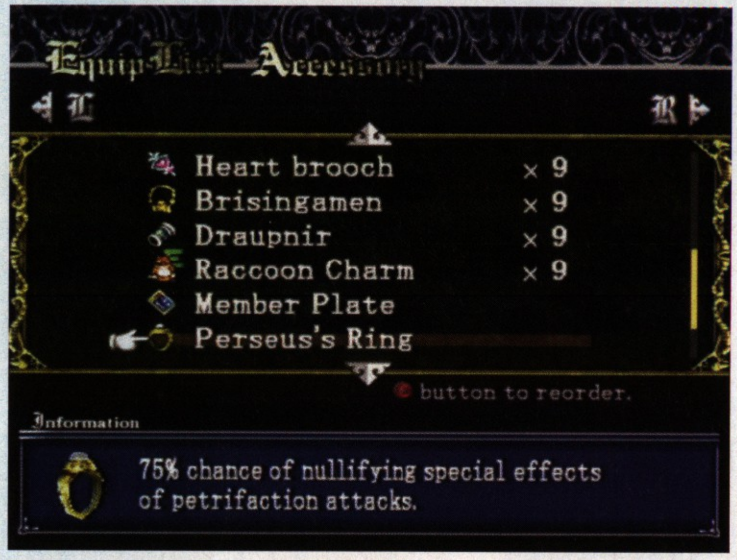
■ **Weak Against:** N/A

■ **Recommended Additional Equipment:** Megingjord, Draupinir, Ring Of Fire

3 Hit!
Total 162 Damage

03 ACCESSORISE

HERE'S A RUN-DOWN OF ALL THOSE ELUSIVE ACCESSORIES AND WHERE YOU CAN FIND 'EM.



Equip List Accessory

L R

Heart brooch × 9

Brisingamen × 9

Draupnir × 9

Raccoon Charm × 9

Member Plate

Perseus's Ring

button to reorder.

Information

75% chance of nullifying special effects of petrifaction attacks.

AROMA EARRING

■ **Effect:** Intelligence bonus of 10.

■ **Location:** On the first floor of the Ghostly Theatre, take the lower catwalk in the room with the laser traps, take the North door in the next room, and you'll find it on the floor of the room on the other side.

ARTIC RING

■ **Effect:** Resistance bonus of 75%.

■ **Location:** On the third floor of the Anti-Soul's Mysteries Lab, go to the eastern end of the south hallway, and you should see a black tapestry hanging on the wall. Jump into it to disappear through and discover a hidden room containing the ring.

ASSASSIN NECKLACE

■ **Effect:** Allows critical hits.

■ **Location:** A rare drop of Evil Stabbers, found on the second floor of the Garden Forgotten By Time.

BLOODY CAPE

■ **Effect:** Adds two to your Heart when you take damage.

■ **Location:** Go into the statue room on the first basement floor of the House Of Sacred Remains, and hit the statues so that Lady, Horse, Horse, Lady, Horse, are facing you. This unlocks a door.

BRISINGAMEN

■ **Effect:** Prolongs relics use.

■ **Location:** In the room plunged into darkness on the second floor of the Ghostly Theatre, jump onto the first lit platform, then single jump south to a platform that's not lit. Now point yourself toward the southwest corner of the room and use the Wolf's Foot to reach a door (this is a leap of faith).

CLERIC'S RING

■ **Effect:** Gain a 75% chance of reversing Curse effects.

■ **Location:** Rare drop of Executioners, found in the west circle of the second floor of the Pagoda Of The Misty Moon.

COIN OF HAPPINESS

■ **Effect:** Increases Luck by 5.

■ **Location:** A rare drop by Hanged Man enemies in the Anti-Soul's Mysteries Lab, as well as in several rooms in the Ghostly Theatre and The Pagoda Of The Misty Moon.

HEART BROACH

■ **Effect:** Lowers Heart consumption.

■ **Location:** Take the eastern path on the first floor of the Ghostly Theatre and go south until you reach a hallway leading west. Follow it to the end, and then use the White Tiger Key to get the broach.

JEWEL CRUSH

■ **Effect:** Lets you use jewels to unleash special powers.

■ **Location:** On the first floor of the Garden Forgotten By Time, head to the room containing the first man eating giant plant. Don't kill it; instead lure it over to the north side of the room, and whack it until it opens. Using it as a platform to reach the ledge.

MEMBER PLATE

■ **Effect:** Get a 10% discount at Rinaldo's shop.

■ **Location:** Rare drop by Spartacus enemies, which can be found on the first floor of the Pagoda Of The Misty Moon.

MEGINIGJORD

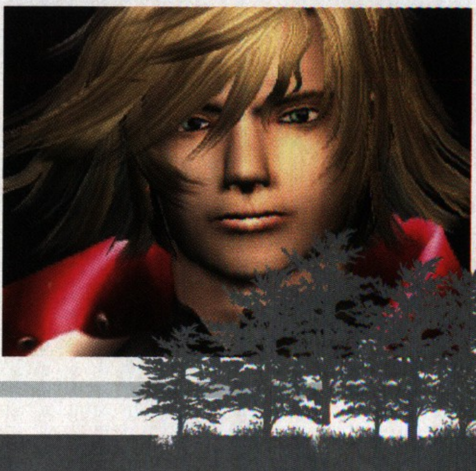
■ **Effect:** The lower your HP, the stronger your attacks.

■ **Location:** On the third floor of the Anti-Soul's Mysteries Lab, find the room with the crumbling bridge, and use the Wolf's Foot to reach the door on the other side.

PERSEUS' RING

■ **Effect:** Gives a 75% chance of resisting Petrifaction.

■ **Location:** Rare drop of Gargoyles, found on the first floor of the Garden Forgotten By Time, and in the Pagoda Of The Misty Moon.



PIYO PIYO SHOES

■ **Effect:** Shoes that make daft noises when you walk.

■ **Location:** Rare drop of Death Reapers in the Pagoda of the Misty Moon.

QIGONG BELT

■ **Effect:** Gives a constitution bonus of 10.

■ **Location:** A rare drop by Heavy Armours throughout the game.

RACOON CHARM

■ **Effect:** Luck a bonus of 10.

■ **Location:** When you reach the first basement floor of the Dark Palace of Waterfalls, take the east wing to the room full of swinging axes. Double jump to the ledge on the west side between the first and second axes. Now use the Wolf's Foot and double jump across the gap to the other ledge.

RING OF FIRE

■ **Effect:** 75% fire resistance.

■ **Location:** Once you've activated all three of the vertical switches on the first floor of the Garden Forgotten By Time, head back to the starting portal and go south. The door will now be unlocked, allowing you to nab the Ring Of Fire.

RING OF LIGHTNING

■ **Effect:** Provides 75% Lightning Resistance.

■ **Location:** On the first floor of the Garden Forgotten By Time, over on the north-eastern side of the map there's four rooms in a two-by two formation. The ring can be found in the south-east one of these rooms.

04 RELICS OF ANOTHER AGE

NOT FORGETTING, OF COURSE, THOSE ALL-IMPORTANT RELICS. HERE'S HOW TO FIND EVERY LAST ONE...

BLACK BISHOP

■ **Effect:** Raises attack by 20 for a limited time.

■ **Location:** On the first floor of the House Of Sacred Remains, head to the eastern spike room and through the door on its west side. Follow the hallway, and use the Yellow Dragon key on the door.

CRYSTAL SKULL

■ **Effect:** Invisibility.

■ **Location:** Dropped by Phantoms in the Pagoda Of The Misty Moon.

INVINCIBLE JAR

■ **Effect:** Invincibility.

■ **Location:** A rare drop by Mirage Skeletons who'll you will find on the first floor of the Pagoda Of The Misty Moon.

LITTLE HAMMER

■ **Effect:** Provides coins with each use of your whip.

■ **Location:** On the second basement floor of the Dark Palace Of Waterfalls, melt the ice on the sealed doorway with the Whip of Fire.

LUCIFER'S SWORD

■ **Effect:** Charge to inflict damage.

■ **Location:** In the second floor spike room of the Ghostly Theatre, whip jump up to a ledge on east side.

MEDITATIVE INCENSE

■ **Effect:** Recovers Heart gradually by burning MP.

■ **Location:** On the first basement floor of the Dark Palace Of Waterfalls, take the east path from the start, and go south until you reach a dead-end. Stand next to the blocked door here, and lure the Heavy Armour towards the door. His attacks will break the wall, giving access to a new area. Whip jump your way to the first door, where you'll find a large skull. Enter here to start the coin-collecting mini-game. Once you've got 'em all, grab the Incense from the middle.

SAI SEI INCENSE

■ **Effect:** Gradually recovers HP by burning MP.

■ **Location:** In the first floor of the Garden Forgotten by Time, use the Wolf's Foot to jump to the east exit in the garden. Now go to the broken bridge room, and whip-jump onto the middle of the bridge. Now activate the Wolf's Foot and jump to the eastern door. Follow this path to it's end for the Sai Sei incense.

SVAROG STATUE

■ **Effect:** Cast flames from Leon's feet as he moves.

■ **Location:** On the first floor of the Castle Entrance, you'll acquire this during the tutorial

WHITE BISHOP

■ **Effect:** Increases defence for a limited time.

■ **Location:** Buy it at Rinaldo's shop for 3,000.

WOLF'S FOOT

■ **Effect:** Lets you run faster and jump farther – very handy for clearing large gaps.

■ **Location:** On the second floor of the Anti-Souls Mystery Lab, head to the western most room, then go north and follow the hallway. Now use the Red Phoenix key on the door.

05 CHEATING DEATH

We've found three locations in the game where it's possible to max out all your items free of charge. These can then be sold at Rinaldo's shop. It's a bit fiddly to get it to work sometimes, but well worth it once you get it right. You need at least one of each item in your inventory at the time.

1 At the castle entrance, in the corridor that leads to the save point, stand on the left-hand side in the area where the furthest shaft of light is. Now face the window and open your menu. Go to items, and if you've got it right, you should immediately see your item amounts going up as you scroll down through them. Keep going until you max out.

2 On the second floor of the Pagoda Of The Misty Moon, just reach the landing at the top of the stairs, stand on the first circle you see on the carpet.

3 Also in the Pagoda, in the corridor outside the room where you find the VI tablet.

HOT SHOTS

White hot blasts of wisdom for mastery of the game...

TO HELL AND BACK AGAIN

There's a few tasty bonuses awaiting those who make it to the end and feel the urge to return to *Castlevania*'s nightmarish world. Here's how they line up...

3 Hit!
Total 75 Damage

BOSS RUSH MODE

After completing the game for the first time, save the game, then load that file again. Now head back to the hub room, where you'll notice there's a new portal. Step on this to enter Boss Rush Mode, where you face off with all the game's bosses in one awesome scrap!

JOACHIM MODE

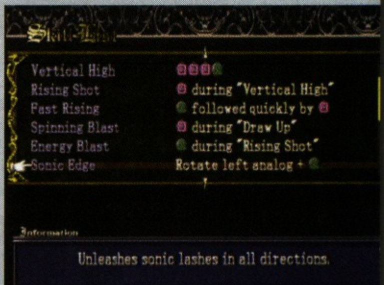
After finishing the game and saving, start a new game and enter the name @JOACHIM at the name select screen to play through again as Joachim.

CRAZY MODE

To play the game again with a mentally hard difficulty setting, enter the name @CRAZY at the name entry screen after you've completed it at least once.

ALL SKILL MODE

After beating the game, enter the name @LL SKILL at the name select screen to begin the game with all Leon's skills from the start.



Vertical High ●●●●
Rising Shot ● during "Vertical High"
Fast Rising ● followed quickly by ●
Spinning Blast ● during "Draw Up"
Energy Blast ● during "Rising Shot"
Sonic Edge Rotate left analog + ●

Unleashes sonic lashes in all directions.

2 Hit!
Total 17 Damage
1 2

THE FACTS: 007 EVERYTHING OR NOTHING ● PLAYERS: **1-2** ● MEMORY CARD SPACE: **121KB** ● DIFFICULTY: **HARD** ● COMPLETION TIME: **TWO WEEKS**

007 EVERYTHING OR NOTHING

Bond is back – and you'll not find this on at the local multiplex!

A selection of top survival tips they didn't teach you in training school – die another day with this little lot...

BEST PLAYED
In a tux, buxom wench on arm and supping a vodka Martini – shaken, mind, not stirred!

01 Q-ING UP

BOND WOULDN'T BE BOND WITHOUT SOME NIFTY GADGETRY...

BOND'S BOYS' TOYS EXPLAINED!

Now pay attention 007. Stashed in your inside pocket is a wealth of flea-sized gadgetry with which to out-fox the enemy. Here's we have all the boys' toys Bond has at his disposal plus, more importantly, how to use them...

Q-SPIDER

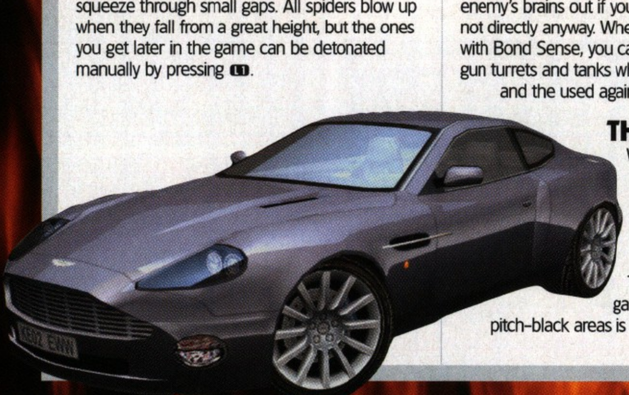
Select with ⊗ from the Bond Sense screen and then press ⊗ again in real time to deploy them. Once deployed, you move the spider around with the L-stick, the purpose being that they can squeeze through small gaps. All spiders blow up when they fall from a great height, but the ones you get later in the game can be detonated manually by pressing L1.

NANO SUIT

This stealth outfit, once selected, can be triggered by pressing ⊗ and is used to sneak undetected past guards and security cameras. The only downside is that it runs off battery and eats up power like Michelle from *Pop Idol* through chocolate eclairs. It's best to move very slowly when wearing it as it behaves erratically and may malfunction.

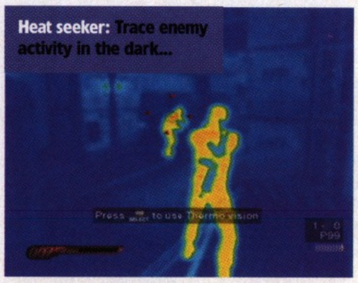
NETWORK TAP

This nifty gun can be drawn like any other projectile weapon, but this one won't blow an enemy's brains out if you point it at them, well, not directly anyway. When used in conjunction with Bond Sense, you can pinpoint devices like gun turrets and tanks which can be tapped into and the used against the enemies. Fiendish!



THERMO-VISION

When Q gives you this, it will automatically be assigned to the SELECT button and, when activated, will enable Bond to see in the dark. There are points in the game when getting through pitch-black areas is essential and it's made all the better by the fact enemies show up brighter than Barry Gibb's teeth. Remember to turn it off when you reach daylight again, though.

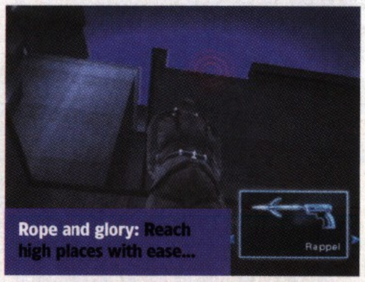

Heat seeker: Trace enemy activity in the dark...

GRENADES

Cunningly fashioned out of loose change, these Grenades serve three purposes depending on what point you're at in the game. The standard Grenades, naturally blow things up, whereas the EMP ones will temporarily disable electrical equipment. Finally, the Strobe Grenades will stun guards by inducing epileptic fits. Or something.

SLEEPER DART

In the instances where complete and utter stealth is called for and you can't trust yourself not to go crazy with the guns, make sure you equip this little shootah. It will fire a dart at your, preferably living, target that will send they into a slumber within seconds. This is especially handy when you're unarmed as you can stealth their guns while they snooze!


Rope and glory: Reach high places with ease...

RAPPEL GUN

Easily the most important tool in Bond's inventory, this harpoon-like gun attaches itself to special climb-able areas (use your Bond Sense to pinpoint them) and allows Bond to climb up. What's more, he can casually shoot foes when hanging and it attaches itself to him automatically whenever he decides to jump off a cliff, for instance. Phew!

BEAT THIS → THINK YOU'RE SOME SORT OF HOTSHOT SECRET AGENT? THEN TRY TO BEAT OUR BEST TIME OF

Desert Eagle

1 JACKING UP

Despite a hefty array of weapons at your disposal, Bond is going to take a battering in the more heavily populated areas, so always search the levels thoroughly for hidden bullet proof jackets. Often tucked away in dark corners, these will restore your health.

2 CLOSE COMBAT

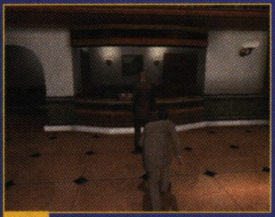
When close to a enemy, don't draw your gun and shoot at them because by the time you've fired a shot, the enemy in question will have beaten you to the ground. Instead, get in close and hit the ◎ button repeatedly to dust 'em with your martial arts skills.

3 DON'T SHOOT!

In a continuation of the last tip, when the area is swarming with enemies, get in close and start beating them up one by one, by doing this their gun-toting mates surrounding you will be less inclined to shoot through fear of hitting their mates.

4 THROW UP

If ammo is in short supply, look around (using your Bond Sense) for objects to pick up and throw. Objects, like spanners, crowbars, bottles and boxes can be used as a distraction tool to draw enemies out of position and will also knock an enemy out cold if hurled at them.



5 SILENT & DEADLY

In some levels, extreme stealth is required to get through without setting off any alarms and alerting the mass forces, so you'll need to know how to kill enemies quietly. To do so, crouch (L2) and sneak up behind them before pressing L1 to target them and ◎ to kill.

6 STYLISH KILLS

The game is rammed with cools effects and another good one is when you dust an enemy on the move. Simply charge up to them and press ◎ and time will be slowed down while you disable them in suitably stylish fashion. Practise it and use it often for self satisfaction.

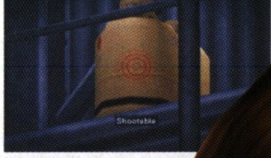
02 SENSORY PERCEPTION

TAKE TIME OUT AND GET INSIDE THE MIND OF A SUPER SPY!

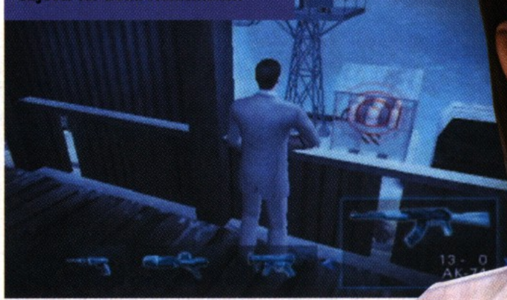
Bullet time? That's, like sooo yesterday! In a vodka martini-flavoured twist from the norm, 007 Everything Or Nothing features 'thinking time'! That's right, if you're stuck, not knowing what to do or where to go and with bullets raining down, you can press ← on the D-pad to call up your Bond Sense.

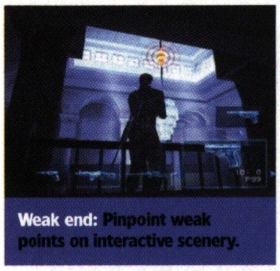
In this mode you can switch weapons or gadgets and survey your surrounds. The latter is especially important because any objects you can interact with will be highlighted with a red circle, as will the locations of all enemies – handy! This is especially good because the game engine itself is somewhat cumbersome in places and actually targeting the desired object with your gun and shooting it (if it happens to be destructible) is tricky – but Bond Sense lets you manage it effectively. All you've got to do is activate Bond Sense and move to face the object in question. Then hold down the R1 button to get a description of that object and then press and hold L1. You will then move out of Bond Sense Mode but the object will be targeted and ready to shoot.

Zoom & boom: Get a close-up view of handy objects needed to take the enemy down.



Barrel of laughs: Identify explosive objects for Bond Momements.





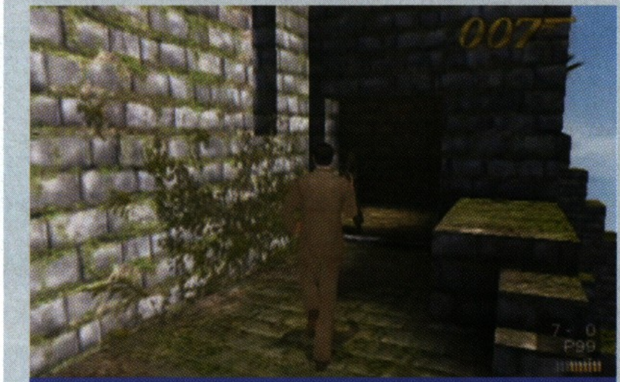
Weak end: Pinpoint weak points on interactive scenery.

HOT SHOTS

White hot blasts of wisdom for mastery of the game...

MAGIC MOMENTS

How to turn an already thrill-a-second level into an altogether more satisfying Bond experience!



Golden gun: When a Bond Moment is achieved, the theme will play and a gold '007' symbol will flash up in the corner.

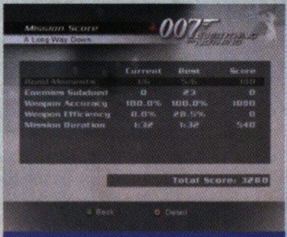
SECRET SCENES

Scattered throughout each level are secret scenes which, when triggered will award you a priceless moment of extra-special satisfaction. It could be merely killing an enemy in a special way, stroking a lady, finding a hidden area or performing a show-stopping feat that would have the audience on the edge of their seats – if this was actually a film.

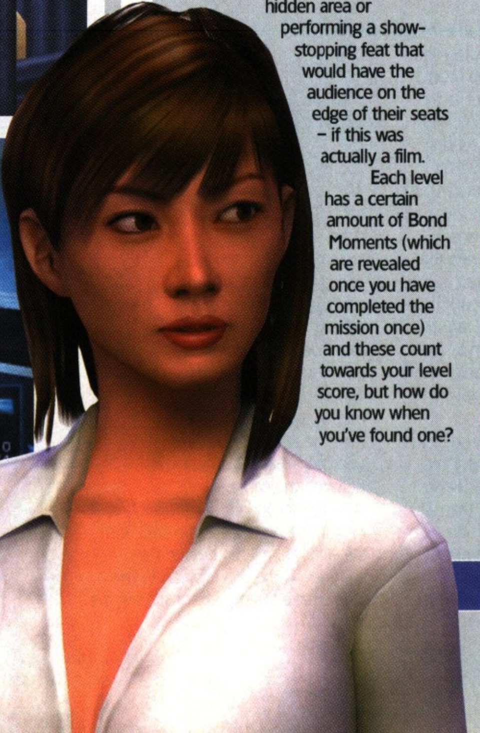
Each level has a certain amount of Bond Moments (which are revealed once you have completed the mission once) and these count towards your level score, but how do you know when you've found one?

REPLAY VALUE

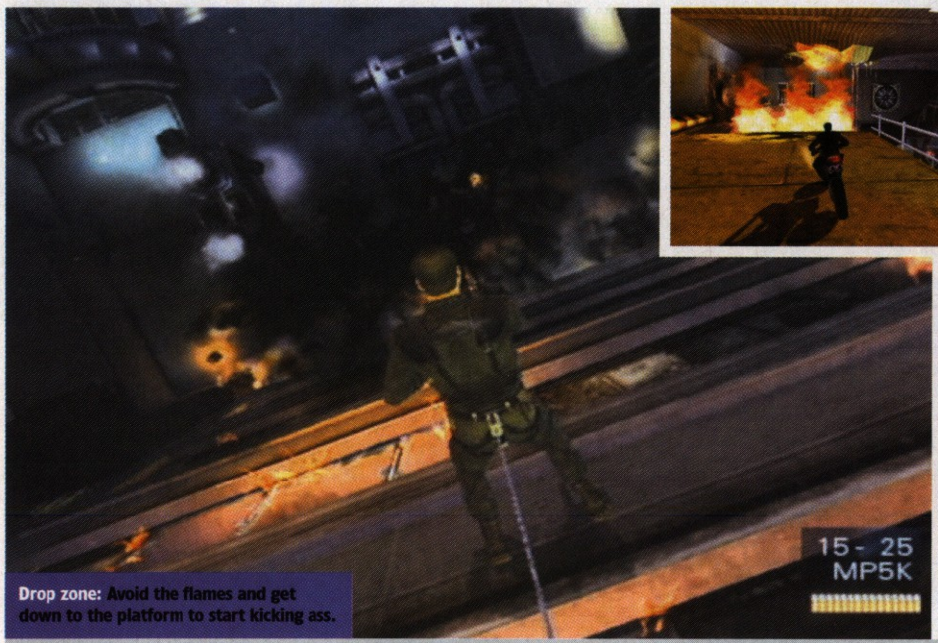
Once you have completed the level once, press ◎ on the score screen to go into the precise details of where each Bond Moment is located. Although they still aren't blindingly obvious, the picture and caption clue may be enough to give away the whereabouts. We have highlighted a great many in this guide, but left others to find yourselves. If you're still stuck next month, though, we'll splash the lot of them right here so you can have the real satisfaction of slipping 100% into Bond's oh so silky undergarments!



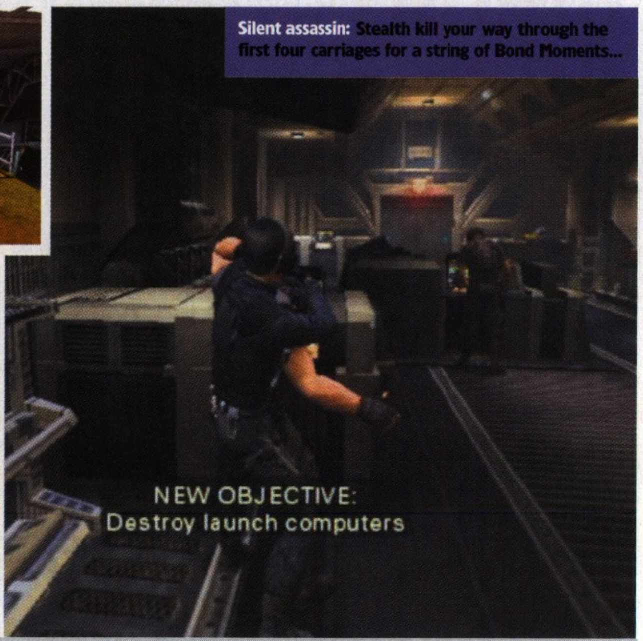
Score draw: Check the score screen after each mission to see how many Bond-isms you found.



1:32 ON LEVEL ONE!



Drop zone: Avoid the flames and get down to the platform to start kicking ass.



Silent assassin: Stealth kill your way through the first four carriages for a string of Bond Moments...

THE WALKTHROUGH

Birds, baddies – it's all in a day's work for Her Majesty's smoothest super spy.

LEVEL 1:

A LONG WAY DOWN

Press ↑ + ⊗ to jump and drop down the building faster and remember to move to avoid the flames. When you reach the platform below, take out the gaggle of guards nearby (target the barrels) and then look left and activate your Bond Sense. You should notice a small ledge high up, rappel up there to get the Dragunov Sniper Rifle (Bond Moment!) and then drop down back. Head through the small tunnel and activate the lever at the end to open the steam vents and scold all the nearby enemies (Bond Moment!), then head over to the steaming, mushroom-shaped vent and drop the explosive in. Now run at the segment of missing wall at the edge of the platform and rappel off.

● When you come to the next small platform, run straight off and rappel down again before sneaking into the area that's revealed behind you when the next platform explodes. In this area, take the armour and then head towards the window over to the right. Press ⊗ to flip the table in front of it (Bond Moment!) and then shoot through it and take out the enemies rappeling past. Rappel down to the next platform below and pick up the goodies, then rappel down again. Flip the lever on the left-hand wall to activate the steam vents (Bond Moment!) and then go over to the steam vents and press the red button over to the right to shut off the flame vents. Go inside the building and use your Bond Sense to locate a weak point in the roof, then whip out your Sniper Rifle and shoot it to send the whole ceiling crashing down and wiping out the nearby enemies (Bond Moment!). Finally, rappel off the edge where the fire vents are to complete the level.

LEVEL 2

TRAIN CHASE

The route to the train is fairly linear, although if you're using the car, make sure you remember to blow your way out through the complex gate using your missiles (R1). Use missiles to take out the hordes of enemy vehicles that attack and when you eventually get onto the train track, stay in between the rails and before too long the ground will dip, enabling you to get underneath the train but do it quickly or else you'll plummet to your doom!

LEVEL 3

AN OLD FRIEND

Wait until the man pacing to the right of the crate turns and starts walking away, then crouch-walk over to the nearest man behind the console, target him using L1 and then press ⊡ to stealth kill him. Repeat this on the second guy at the console and then take out the pacing guard before he can raise the alarm. You'll be awarded a Bond Moment in between the carriages.

● In the second carriage, crouch-walk over to the guy over to the right and stealth kill him, then pick up the spanner on the counter next to him. Don't make the mistake of stalking the second guard as he will almost certainly spot you. So stay where you are, crouched behind the counter next to the first guard and wait for the second guard to smell a rat and come over. As he gets near, target him using L1, then quickly press L2 to stand up and almost simultaneously press ⊡ to throw the spanner at him, knocking him out cold before he realises what hit him!

● Once you have secured the second carriage, shoot the launch computer in the corner near the first guard in the second carriage and then go back into the first carriage and shoot the computers there to complete that specific level objective.

● In the third carriage, you will see a guard walking away from you as you enter. Don't go after him, instead wait behind the crates straight ahead of you until he walks back again. As he turns away kill him. There is a second guard walking horizontally along the carriage up ahead. Wait by the crates just next to the passage-way and you'll see him emerge, turn around and start walking back. Just after he turns, sneak down, get behind him and stealth kill.

● In the fourth carriage, quickly sneak down the left-hand side, kill the first guard followed by the second down the far end operating the computer. The third guard is walking back up the carriage, so head around to the other side of the divide and take him out. Bingo – all four Bond Moments are yours! Abandon stealth in the fifth carriage as you will be spotted upon entry. Equip your thermal vision and then take out the enemies accordingly.

LEVEL 4

SAND STORM

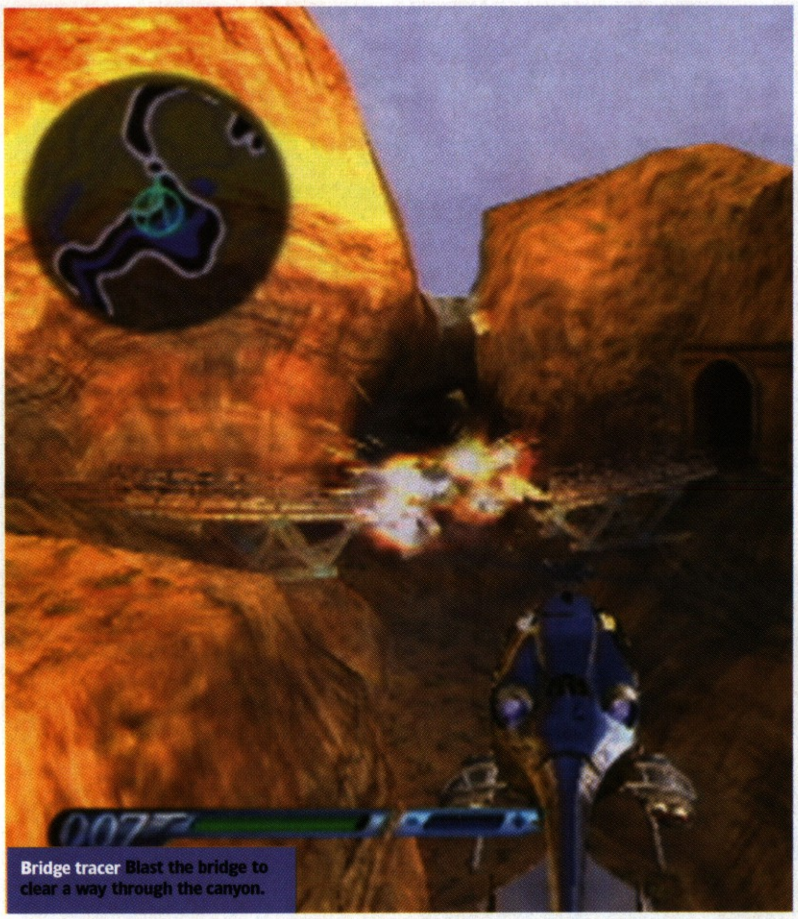
Try not to engage in too much conflict with the boats, as they inflict vast amounts of damage with their missiles. When the mission begins, steer left straight away and head through the narrow canyon. As you emerge, there's a jeep on the edge of the canyon opposite. Fly straight at it and take it out with missiles before flying through the tunnel in the rock-face. As you come out, take out the jeep on the right and then veer left into the next canyon.

● Take out the bridge and fly around the corner. In this next section, the stone structures will start crumbling around you as a result of the General's fire. Hang back and get high so they fall in front of you, then resume chasing the General's chopper. Follow it through the structure and it will land and you'll have to take out its base station before you can destroy it. Circle, firing missiles at the targeted areas, then just keep moving and spraying missiles.

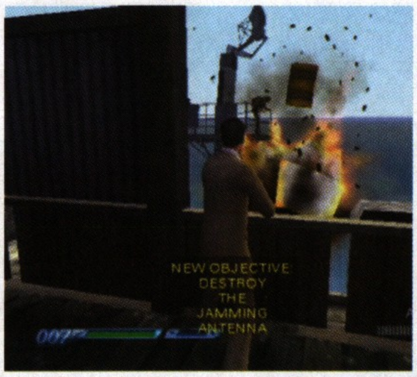
LEVEL 5:

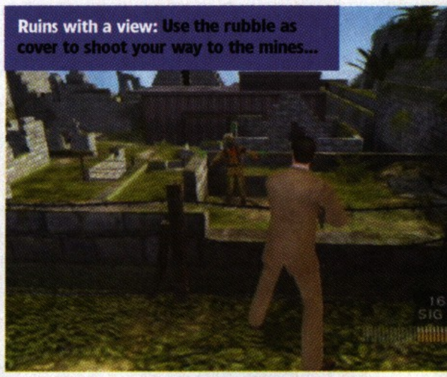
VERTIGO

Follow the mine passages around, killing the various enemies until you reach a rappel point. Scale the shaft and you'll soon come to a lift on the right – examine the switch to get a new objective (don't worry, you can't actually do anything here yet), then head straight on down the passage and rappel up the next shaft. There'll be another rappel point in the corner, if you look up, so climb up to the passage above and head right. Push the mine cart and then drop down the shaft at the end of the passage and use your thermal vision to negotiate the enemy-filled passage. At the end, pick up the AT-420 (Bond Moment!).



Bridge tracer Blast the bridge to clear a way through the canyon.

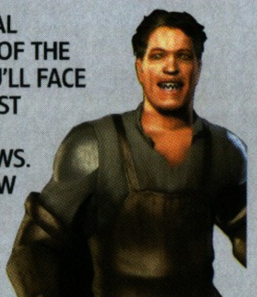




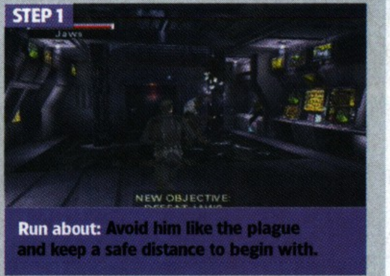
Ruins with a view: Use the rubble as cover to shoot your way to the mines...

FROM THE JAWS OF DEATH

IN THE FINAL CARRIAGE OF THE TRAIN, YOU'LL FACE OFF AGAINST YOUR 'OLD FRIEND', JAWS. HERE'S HOW TO DEFEAT HIM...

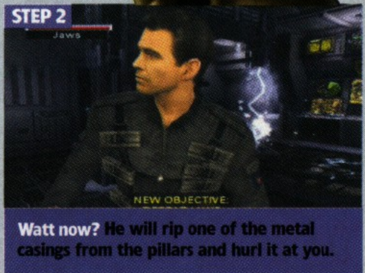


STEP 1



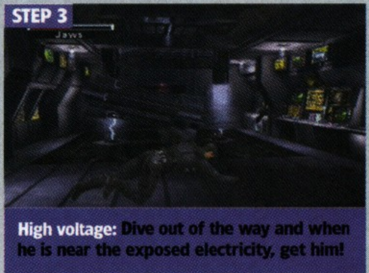
Run about: Avoid him like the plague and keep a safe distance to begin with.

STEP 2



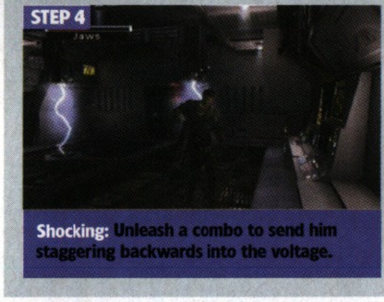
Watt now? He will rip one of the metal casings from the pillars and hurl it at you.

STEP 3



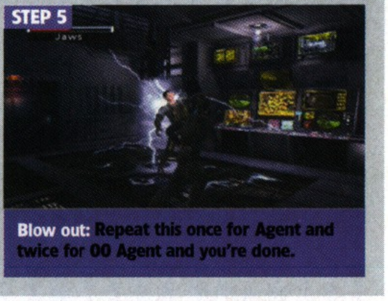
High voltage: Dive out of the way and when he is near the exposed electricity, get him!

STEP 4



Shocking: Unleash a combo to send him staggering backwards into the voltage.

STEP 5



Blow out: Repeat this once for Agent and twice for 00 Agent and you're done.

● Head back up the shaft and then rappel up the other one nearby. Take out the numerous enemies and go into the room. Note the junction box on the wall and then leave the room, head up the passage and rappel up the next shaft. Clear the room and take the uplink device, then head back down to the junction box and use the uplink on it. When in the room with the junction box, you'll notice a locked door. To get inside this door (Bond Moment!), head back down the shaft you rappeled up to get there, then deploy a Q-Spider. Send this mechanical arachnid scurrying through the gap at the bottom of the boards and negotiate the ramped shaft.

● Eventually, the spider will find a back way into the locked room and by moving it up to the door, it'll open allowing you to get to the cache of weapons inside. Now head back out into the passageway and activate your Bond Sense to draw attention to the stack of explosive barrels at the foot of the antenna. Target and destroy these (Bond Moment!) to take out the antenna and then backtrack to the lift with the switch you couldn't activate before. You guessed it, the switch now works so use it and take the elevator up to the top of the cliff.

LEVEL 6

THE RUINED TOWER

Hold your position until the nearby enemy is walking away from you for the second time (his mate will be out of the picture by then) and then sneak up behind and stealth kill him. Head out into the ruins, picking off the various enemies. Look at the tall ruined structure to the left in Bond Sense Mode to reveal a rappel point, then use it to get to the Sniper Rifle (Bond Moment!). You can use this new toy to pick off more enemies from your handy high vantage point.

● Head back down into the ruins and use the rappel point slightly further up on the old winch mechanism and head through the next set of ruins. When all the enemies have been killed, head through the small entrance into the bunker and pick up more rounds for your Sniper Rifle and the AT-420. Head down the steps to the next winch and drop the barrel through the covering. Drop down into the passage and press the button on the wall to move the mine cart, which will then break through the wall of the passage. Follow the track around and then shoot the dynamite on the ground to infiltrate the ruins.

LEVEL 7

DEATH OF AN AGENT

When the cut-scene has ended, deploy a Q-Spider and send it scurrying through the hole in the wall a short way down the corridor. Manoeuvre it up the slopes and along the plank before sending it running off the edge of the platform. When it lands, amongst the group of soldiers, it'll blow up clearing the way (Bond Moment!). Get to 003 so you can hear his dying words and then shoot your way out through the next doorway and head down the stairs. There's a big gunfight waiting for you at the bottom, so take cover behind the wall to the right and pick off the enemies down the way. When the coast is clear, head up the steps and around to the area where the enemies were and you'll see the entrance to the catacombs – drop down.

● Equip your thermal vision and follow this route; right, second left, go right and then quickly right again into the small room to get the AT-420 (Bond Moment!), come out of the room and go right, then left, follow the passage all the way along until you come to a left-turn and as soon as you make that turn you'll see a doorway on the right – go through it and you'll see a staircase to the left which is illuminated by green statues, that's the exit!

● When you emerge back out into the mine shafts, turn off your thermal vision and turn the wheel to the right to open the shuttered door. This will send a gang of enemies ambling along from your left, so turn and use your Bond Sense to target the barrel and shoot it to wipe them out (Bond Moment!), then battle your way up the passage to the door.

● When you emerge, a cut-scene will show Serena being thrown out of a chopper – it's your gentlemanly task to hurl yourself off the cliff after her. As you fall, you'll have to weave left and right to avoid hitting the various ledges and platforms and there are also certain things to target and destroy. A short way down, they'll be a large platform that stretches across most of your descent housing a sniper and some explosives – target and shoot the explosives (Bond Moment!) – this is easy if you use your Bond sense. Near the bottom of the cliff there is another Bond Moment in the form of a short-cut between a rock and platform (see the Cliff Hanger boxout on the next page). As long as you don't hit anything on the way down and don't get side-tracked shooting and veering too far off course, you should reach Serena in time to rescue her.

LEVEL 8:

A SHOW OF FORCE

As soon as you assume control of the tank, press ← to switch to the main cannon and use it to wipe out the jeep guarding the entrance to the compound. Once through the undergrowth, use the manual machine-gun to take out the chopper and keep with it when going up the steps to shoot the explosive barrels on either side (if you use L1

➔

Gunship: Use the chaingun for fast-moving targets, like choppers.

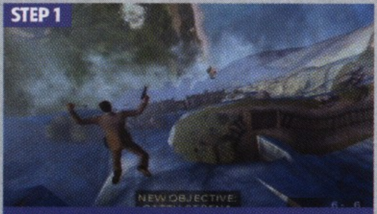
007
570
Rockets

Park strife: Park your car at the, erm, park and answer the phone to complete the first objective...

CLIFF HANGER

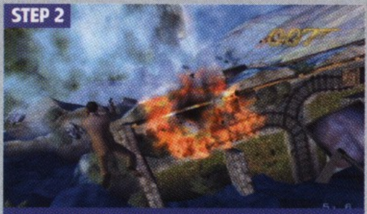
IN ONE OF THE GAME'S MOST DRAMATIC MOMENTS, YOU'LL HAVE TO HURL YOURSELF OFF A CLIFF TO RESCUE SERENA. HERE'S HOW TO GET THE GIRL AND AVOID CERTAIN DEATH IN THE PROCESS!

STEP 1



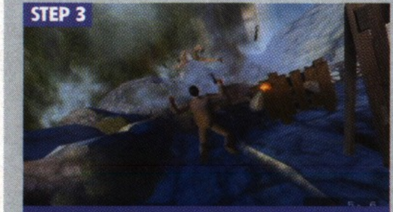
Lift off: Waste no time, as soon as you assume control, jump off after her.

STEP 2



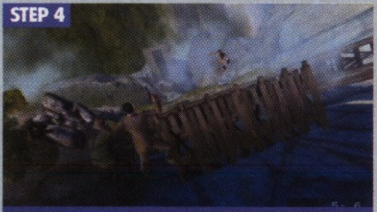
Drop kick: Shoot the explosives next to the platform sniper for a Bond Moment.

STEP 3



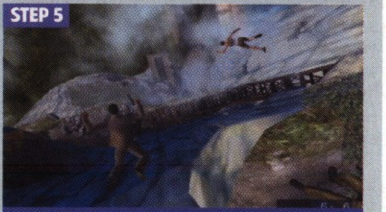
Bird man: Weave in and out of the rocks and platforms, some of which will explode.

STEP 4



Mind the gap: Drop through this narrowest of gaps for a short-cut and a Bond Moment.

STEP 5



Got her: Weave through this tricky last hurdle to grab Serena and rappel to safety.

to zoom, your crosshair won't automatically lock-on to the main threat – in this case the shooting foot soldiers). A jeep will head towards you when you get near the top of the steps, so switch to the main cannon for that and then once through the back alleys, another jeep will appear in front of you when you join the main road, so wipe that out with the cannon also. Soon you'll come to a complex with a circular road after the gate and a tank on the opposite side. Use the main cannon to dispose of the tank and keep with it as you will then trundle down the road with the large clocktower hanging over it. There are two rocket-toting enemies on the clocktower, so before they can attack you, fire a missile at the clocktower to bring the whole thing down. As you head up the next slope, another chopper will attack from behind and at the top you'll have another jeep, followed by some soldiers with rocket launchers to the right. As you head around to the right, another tank will attack so take it out head-on using the main cannon.

● When you arrive at a stand-off with two tanks and a chopper, shoot the watertower to destroy the tank on the left and the large fuel container to take out the one on the right. Now simply raise your cannon and blast that confounded chopper.

● In the second part of the level, quickly run over to the motorbike. Head up the ramp and then immediately steer right to follow the road back. Take out the bikers and hit the makeshift ramp into a short-cut on the opposite side. Keep heading upwards and when you rejoin the road, head into the airfield with all guns blazing and head left to follow that plane. Fend off the bikers and speed towards that cargo hatch. Make it in time and you'll complete the level, if not you'll fall to your doom.

LEVEL 9:

MARDI GRAS MAYHEM

Drive to the rendezvous point and answer the phone, then get back in your car and make haste to the transport truck – it's easier to find your way there if you bring up the map full screen – go right out of the park and smash your way through the festivities! Get out by the truck and open the bay doors on the back of the truck, then drive your car inside and head to the warehouse.

● Once there, get your car out of the back of the truck to save time later, then place a tracking device on the other truck and the gates will open. You'll be told to stay out of the spotlights, so head left straight after the gate and cut right behind the machinery. You will then only have to run between two easy searchlights to get to the window to eavesdrop the conversion. After that, head over to the limo and place a tracking device on it before running back to your car (go behind the machinery again to avoid the searchlights). Drive your car out through the searchlight yard and head up through the large pipe on the other side of the car park, which in turn will send you crashing through the windows of a neighbouring warehouse and back out onto the road leading back.

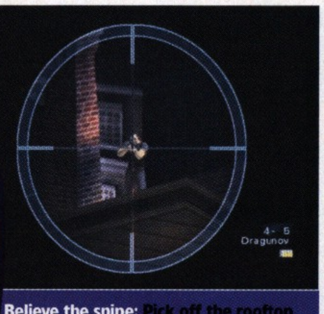
● Get behind the limo and use your electro magnet to wear it down. You will encounter numerous armoured cars during the chase, so switch back to missiles and take them out. Also, if you're skilled enough you can get in front of the limo and use your acid trap to melt its tyres. When you do eventually stop the limo, a cut-scene will roll before your next objective, which involves speeding off towards the club.

LEVEL 10

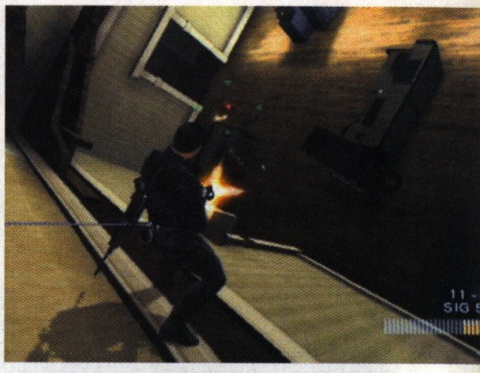
THE KISS CLUB

Turn around and utilise your Bond Sense to see a rappel point high on the wall to the left. Head up there and, once inside the room, press ⊗ when next to the woman lying down (Bond Moment!). Head down the passage and wait at the corner until the guard comes through the door, walks up a short way and then turns around to walk back towards the door. When he does, sneak up behind him for a stealth kill. Head into the office to the left at the top of the stairs and kill the two guards inside, then press the button on the monitors to open the door downstairs. Head down the stairs and kill the two

Smooth operator: Give this gal a rubdown for a classic Bond Moment...



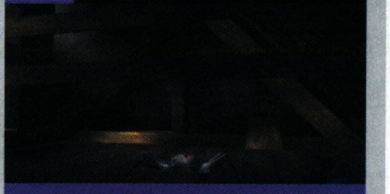
Believe the snipe: Pick off the rooftop gunmen to get through the graveyard.



SPIDER POWER

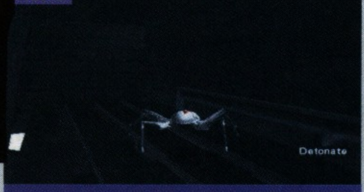
FAR FROM BEING SCARY LITTLE CRITTERS WITH HANGING HAIRY LEGS, THE SPIDERS IN THIS GAME ARE YOUR BEST FRIEND AND ONLY TOO WILLING TO DO YOUR DIRTY WORK. SEE HERE HOW YOU CAN USE THE Q-SPIDERS FOR TWO BOND MOMENTS!

STEP 1



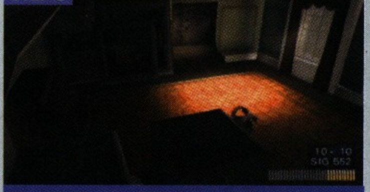
Scuttle off: Stand here and send one spider under the boards and along the ramps.

STEP 2



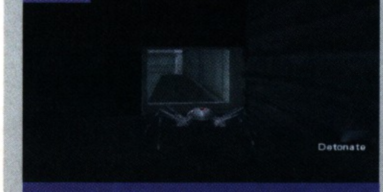
Board clever: Head down the last ramp, stand next to these wires and detonate!

STEP 3



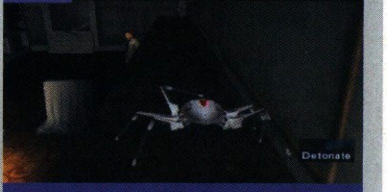
Open sesame: The resulting explosion with open up a secret weapons cache.

STEP 4



Incy wincy: Go one further – it can head out through this hole in the wall.

STEP 5



Arachnid phobia: Launch the spider off the edge and blow up the enemy!

guards at the bottom, then go through into the main hall for a mass shoot-out.

● You can merrily blast the perps from behind the bar, but try flicking the lever at the end to the left to drop a gantry on them (Bond Moment!). There is also a Bond Moment to be had by blasting the enemy goon down from the second tier – simply target him, blast him with your shotgun and watch him fall over the edge, western-style, crushing a table as he falls. Take the battery from the area behind the stage and then head up to the second tier in the lift. Go left and head around through the doors into the office and take the keycard from the desk, then follow the tier around to get another battery. Go back down in the lift (watch out as you'll get ambushed at the bottom, so have a weapon poised and ready) and use the keycard on the switch door behind the stage before heading out through the secret passage on the wall and along the enemy-strewn corridor to freedom. Phew!

LEVEL 11

DEATH'S DOOR

Lock and load then steam out into the cemetery to wipe out the waves of enemy gunmen, but watch out for the laser-sighted snipers on the distant rooftops and in the clocktower. When the enemies break out through the wooden doorways to the left, go inside and pick up the Sniper Rifle from behind the crates and note the small gap at the bottom of the wall next to it. Deploy a Q-Spider into this gap to discover a secret area (Bond Moment!) Head out further into the graveyard, blasting all enemies (including the one that tries to unlock the gate for a Bond Moment) before going up the steps leading up to the clocktower. Equip your rappel tool and look up at the clocktower to target it, then rappel up there and get the Skeleton Key (if you didn't shoot the sniper before, take him out hand-to-hand to get a Bond Moment!)

● More enemies will appear as you rappel back down, so look lively. Head back to the locked door in the building where you picked up the Sniper Rifle and use the Skeleton Key on that door. Once inside, equip your thermal vision, kill the enemies and head upstairs. Once all enemies have been killed, head out through the far-right of the three doorways and out onto the balcony. Here you can target the security box on the other side of the graveyard using your Sniper Rifle and blast it to open the gate (Bond Moment!) Now simply blast your way over there and head through the door.

● In the next section, you have to defeat Jean Le Rouge and rescue Mya. He'll start the battle by flicking a button to move the conveyor belt Mya is strung up to towards the furnace, so first things first, run over to the control stick and press the button to stop it. Make a point of guarding this stick from now on as Le Rouge will frequently run up and start the conveyor again during the course of the confrontation. Utilise your Bond Sense to view a string of shootable objects around the room and target these whenever Le Rouge is near to make short work of his energy bar (and get a Bond Moment for each), unloading bullets into him in-between explosive devices. You can take cover yourself behind the pillars, using i to press yourself up against them and hitting R1 to duck out and shoot.

LEVEL 12

FADED SPLENDOR

Use the Nano Suit to stealth kill the two guards in the next room for a Bond Moment, then pick up the Sniper Rifle and use it to pick off the sniper above. When the coast is clear, you'll find you're pretty thin on options. Stand in the main area where the two guards were and look up using your Bond Sense. You should see a rappel point high up. Use it and then clear the attic area of enemies. Now, if you go as far along as you can, you should see an area boarded with planks but with planks forming a ramp going downwards. Send a Q-Spider under the plank barricade and down the plank ramp and negotiate the other plank ramps across to the other side. When you go down into the area below, look on the wall for row silver wires and follow them along until they go downwards under the floorboards. Position the spider next to this point and press R1 to detonate it – by doing this you'll open up the secret entrance into the weapons cache (Bond Moment!).

● Send another spider down the same way only this time go through the hole in the corner of the area you just detonated the spider in. You'll emerge in the room with the entrance to the weapons cache in that has a guard standing idle. Send the spider running off the narrow platform towards the guard and detonate it to kill the guard (Bond Moment!).

● As Bond, head down the stairs and make your way into the great hall. Battle the enemy forces (use your Bond Sense to pinpoint a shootable section on the chandelier and blast it to send it crashing down on the enemies below) and head into the side rooms at either side of the main staircase at the bottom. There is a control box in each one, so pull the lever to open a door. Head up the main staircase and follow the tier around to the door you just opened. Go through into the weapons cache and then head down the stairs. At the bottom you'll face more hostilities, so neutralise the threat and head through the computer room. The doors on the other side will close, meaning you'll have to find an alternate route in. Head back up the first set of the stairs and on to the landing before the second set leading back up to the weapons cache, they'll be a sniper high up poking through the wall. Kill him and rappel up to the

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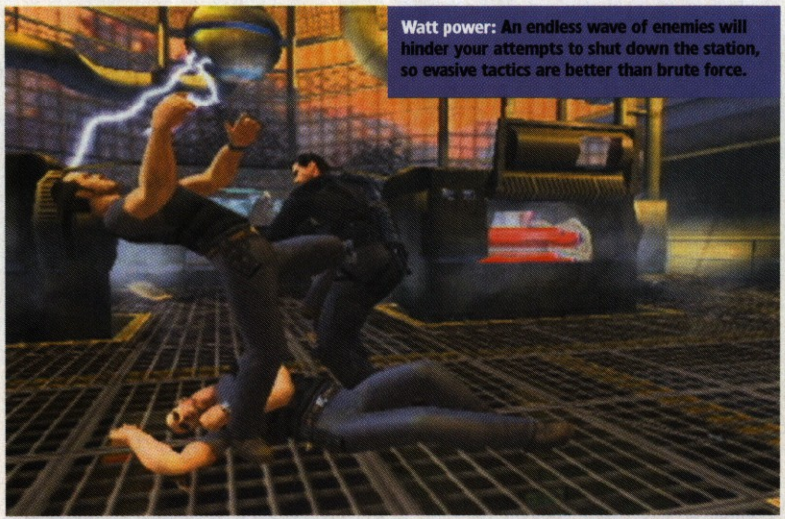

Watt power: An endless wave of enemies will hinder your attempts to shut down the station, so evasive tactics are better than brute force.

Gate stuff: Blast your way through the gates and get after Jaws...

JAWS: THE REVENGE

THE MAN ALONE IS DANGEROUS ENOUGH, BUT WHEN AT THE WHEEL OF A HIGHLY EXPLOSIVE TRUCK HEADING FOR THE CITY, WELL, IT JUST DOESN'T BARE THINKING ABOUT.

Easy slider: When faced with the civilian truck, press and hold L1 to slide under it.

Truck you: Use rockets to take out the vans protecting Jaws' rig.

You're fired: Switch to flame throwers and get alongside the truck.

Hot stuff: Flame the tyres down one side then switch to end Jaw's threat.

NEW OBJECTIVE
DISABLE SECURITY LASERS

NEW OBJECTIVE
FIND THE
RACECAR
DRIVER'S
ROOM
4 - 0
Sleeper Dart

area where he was, then follow the attic passage through until you can drop down into the area behind the door that previously closed on you. Now simply kill all the guards, using the desks as cover and head through into the main control room to complete the mission.

LEVEL 13:
THE MACHINERY OF EVIL

Head through the door and get ready to embark on a mass shoot-out. When the troops are summoned, take cover behind the machinery and pick them off. If you head down the steps to the right of the door you entered the area by, you can go under the floor. Head over to the far side of the floor and you'll see a chamber with two red connecting pipes on the back. Utilise your Bond Sense then target and destroy both pipes to be able to access the hidden AT-420 in between (Bond Moment!) Also on this underground level is an alcove with two guards standing in. Utilise your Bond Sense and target the pipe inbetween them, then shoot it to gas them (Bond Moment!). Your goal here is to destroy the four processing chambers – three of which are accessible straight away via the main doors and one has a malfunctioning door that cannot be entered. Destroy the four accessible chambers first, taking care to avoid any electricity that may be emitted before or after detonation – and make sure you leave each chamber sharpish once detonation has been triggered otherwise you'll go up with it!

- To access the final chamber, head down the steps to the right of the door you originally entered the area by and as the ground dips at the bottom, you'll see a vent – ideal for sending a Q-Spider scurrying into. Before you deploy it though, go and hide in a distant corner (the place where you picked up the secret AT-420 works well!) so you aren't disturbed by enemies when controlling the spider. Once the spider is in the vent, send it up in the handy spider lift and, once in the chamber, position it behind the malfunctioning doors and press R1 to detonate, thus opening the doors.
- When all four chambers have been destroyed, target the two transformer cores in front of the big boss' platform and repeatedly shoot them to destroy and crush the boss in spectacular fashion!

LEVEL 14
THE PONTACHART RAIN BRIDGE

Your goal here is to destroy Jaw's tanker, but you'll have to catch it first. Speed out of the compound, firing rockets at the gates to open them before you get there. There are numerous routes, either sticking to the dirt tracks or going through the water tunnel, but all will take you to the main road eventually. Once on the bridge (fire rockets at the barriers to prevent them slowing you down), weave in and out of the traffic, blasting the enemy bikers with rockets and chase down Jaws. If you like, you can switch lanes via the cross-over points, but that entirely depends on whether you prefer to race with the traffic or against it. There are also some strategically placed ramps for crowd-pleasing stunts.

- When you catch up with the tanker, you can press and hold L1 to slide under the civilian tanker that is knocked into your path (or simply go around it by switching lanes), then switch your weapon to flame thrower and ride up alongside Jaws. Flame his tyres (rockets don't work here) and when one side is done, switch sides and repeat.

LEVEL 15
A SIMPLE EXCHANGE

You'll see a guard straight ahead – sneak up behind him for a stealth kill. Head into the downstairs section, hugging the right-hand wall and watch out for the security cameras (disabling them with an EMP will trigger a Bond Moment!). There'll be another enemy in the section at the far end – put him to sleep with a dart, then take his keycard and press the button on the junction box to disable the laser tripwires upstairs (Bond Moment!). Go and examine the drinks cabinet and slide it out of the way to reveal a secret area (Bond Moment!).

- Head upstairs and use EMP to disable the camera at the top (you don't have to wait until the grenade lands to detonate, just press ⊗ to throw it and then ⊗ again when it's near the camera), then head out into the top tier, stealth killing guards and using EMP Grenades to disable the cameras. The driver's room is the one on the upper tier down in the far right-hand corner. Once in, disable the camera out on the connecting balcony and press ⊗ at the bathroom door to lock him in.

LEVEL 16
RED LINE

A simple race to the finish, but you must finish first! As you race, look out for red explosive barrels you can nudge opponents into to take them out of the competition and there's also several short-cuts to watch out for, which will help you creep up those placings. Once you get to know the track, this mission is easy enough to complete.

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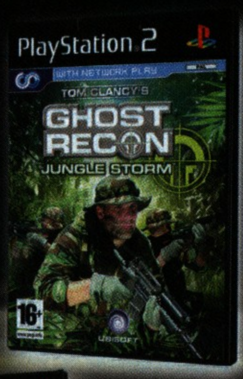
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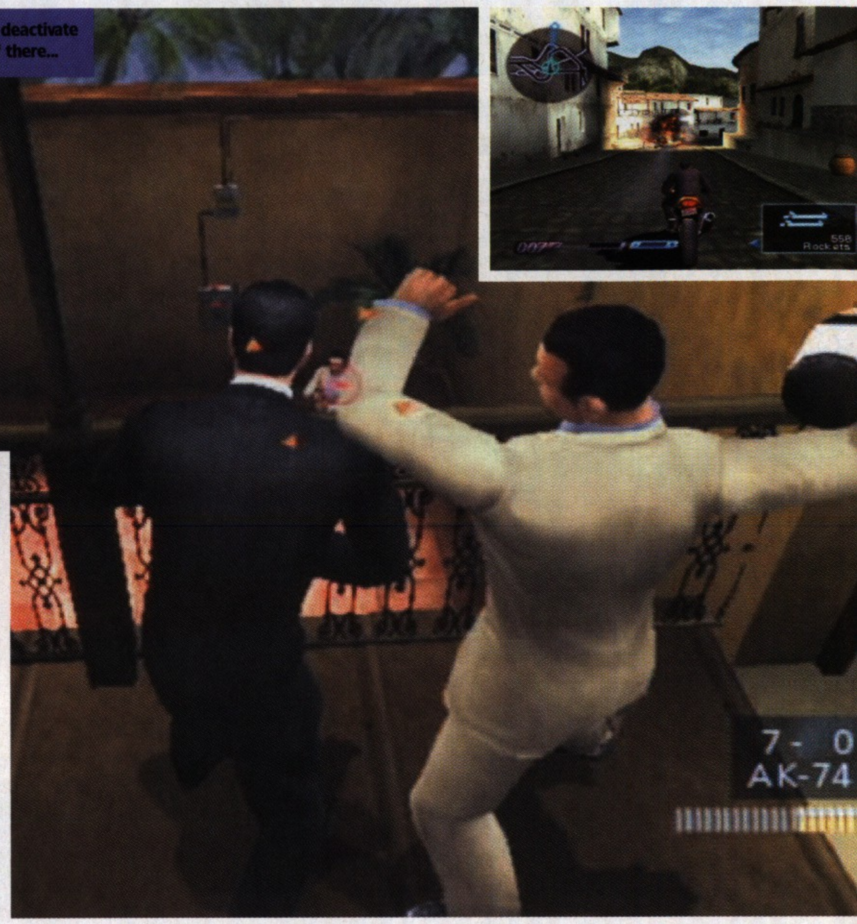
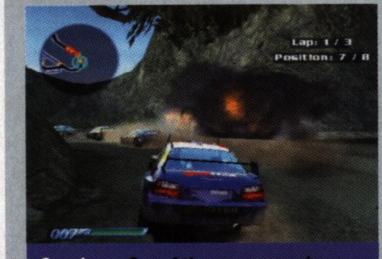
Demo version of Tom Clancy's Rainbow Six® 3 is only available with the solus pack of Ghost Recon, Jungle Storm and not the version with the headset included.

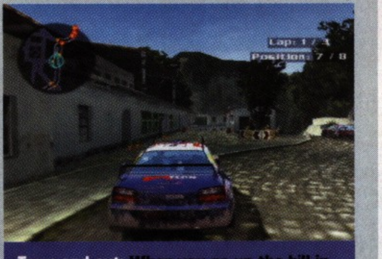
Lap: 1 / 3
Position: 7 / 8

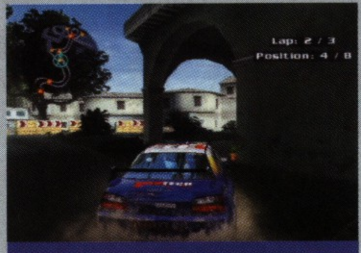

Blow a fuse: Shoot the fuse box to deactivate the shutters and get the hell out of there...

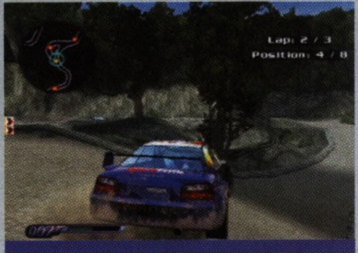
DAYS OF CHUNDER

IF YOU WANT AN AUDIENCE WITH THE HEAD HONCHO, YOU MUST FINISH FIRST. HERE'S HOW TO BE SNEAKY AND WIN WITH EASE!


One down: One of the seven opposing cars will wipe out on the first bend.


Town and out: When you go up the hill in the town, stay left here for a short-cut.


House about that: On this corner, take it sharp and go through the porchway.


Low rider: On this section, take the low road for the most effective short-cut.

LEVEL 17

AMBUSHED

KO the two guards holding you, then storm your way downstairs using a combination of gunfire and punch combos. When you reach the lounging area beneath the top tier, you'll be set the objective to destroy the fusebox to open the shutters. Head down the back passage adjacent to the one you entered the lounge area by and go through the last door to access a Bond Moment (where you'll get all kinds of ammo and melee weapons). Head back upstairs to the driver's room and stand out on the connecting balcony. Use your Bond Sense to target the fuse box above the control box you used in the previous mission and blow it up for a Bond Moment. Head back downstairs and go through the shutters, then interact with the same drinks cabinet as earlier to find Serena and complete the mission.

LEVEL 18

THE HIGH ROAD

You must speed to the hideout using your racing car. Obviously this isn't armour-plated so you must take care to avoid too many encounters with the enemy bikers, tanks and the like. Press SELECT to bring up your map full screen and find the route to the hideout. There are short-cuts and dirt tracks not marked on the map to make life easier, so always keep an eye out for what's around you.

- When you have got your bike from the hideout, make haste to the mine entrance marked on the map – at least this time you have weapons to fight back with! When you reach the entrance to the mine, you'll find out it's blocked and must find an alternate way in. Head up the steps and use all the ramps to stick to the rooftops, after a short way you'll stumble across a very narrow, very secret track.
- Keep heading the way you're prompted and stick to the rooftops in the next urban area. After an explosive chase through buildings and over roofs, you'll come to another narrow trail. Follow this to the next urban area and then jump down to the stone trail. When you reach the rope bridge and drop through, head down the slope and press and hold L1 to slide into the mouth of the statue. Now simply drive through the caves and jump up into the waterfall to complete the chase.

LEVEL 19:

DIAVOLO'S PLAN

Act fast, equip and use an EMP Grenade to escape from certain doom and then head out through the doors (when the guard opens them) and wrestle a gun off the enemy with which to shoot the explosive barrels next to the cabinet containing all your gear to retrieve it all. Head out and kill all the guards in the immediate area (plus the two over the way by shooting the explosive barrels to trigger Bond Moments). Go and use the control panel to call the elevator, then go up in it and use your Bond Sense to target and shoot the first exhaust gear system. Step onto the conveyor belt and shoot the three pipes with red wheels on to disable the crushers, then head up the steps to shoot the second exhaust gear system. Rappel up from here and go into the command centre. Head downstairs, battling the endless waves of enemies and press the button on the terminal facing the laser door in the main control room. Send a Q-Spider under the laser wires for a Bond Moment and then go back upstairs and through the laser door you couldn't go through before. Then simply call the lift and get the hell out of there before she blows.

LEVEL 20:

THE PLATINUM WAR

Follow the road along and blast the wall using the tank's main cannon, then go right, blast the oncoming tank and then head left. Shoot the petrol tanker to clear a path through the mall and out into the Kremlin grounds. Drive behind the Kremlin and shoot the door to get in, then drive up the passage and take the first left. Follow this down to the basement and then use a nano shell to shoot the container with the toxin in and drop it into the water.

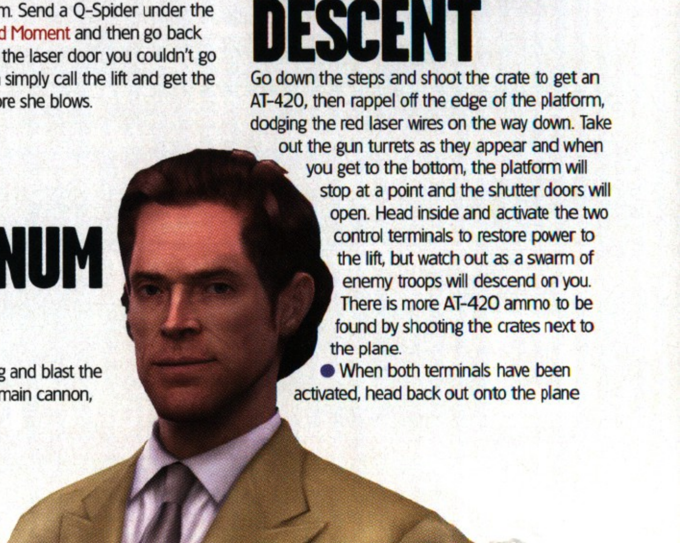
- Head back up the passage and turn left when you get to the main tunnel. When you reach the large underground area, destroy the tank and then target the green central pillars with nano shells to obliterate them. When given the go ahead by 'Q', head back up the main passage and drive around to the front of the Kremlin. Target the chopper with a nano shell and blast it out of the sky to complete the mission.

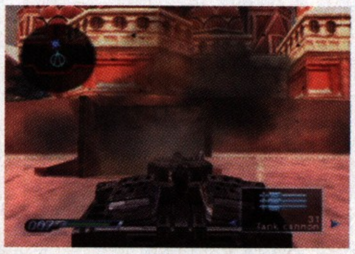
LEVEL 21:

DANGEROUS DESCENT

Go down the steps and shoot the crate to get an AT-420, then rappel off the edge of the platform, dodging the red laser wires on the way down. Take out the gun turrets as they appear and when you get to the bottom, the platform will stop at a point and the shutter doors will open. Head inside and activate the two control terminals to restore power to the lift, but watch out as a swarm of enemy troops will descend on you. There is more AT-420 ammo to be found by shooting the crates next to the plane.

- When both terminals have been activated, head back out onto the plane





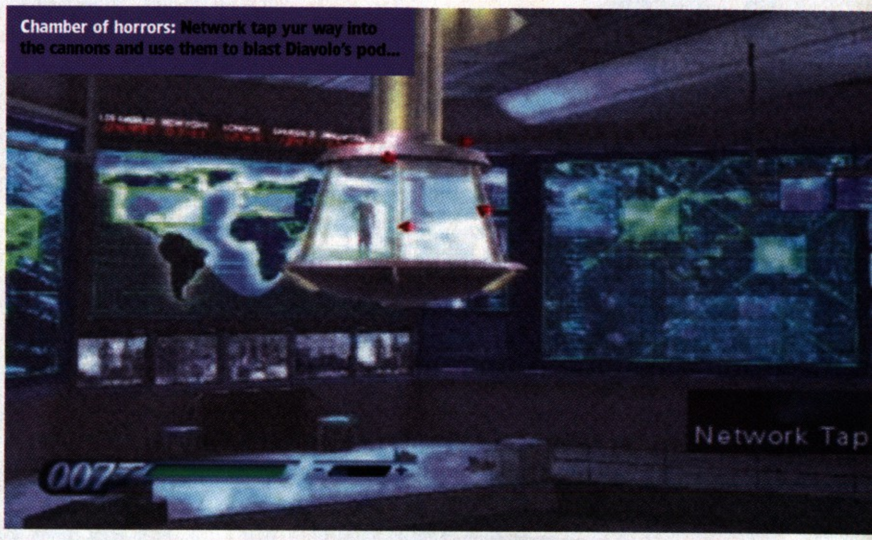
Mine'd the gap: Blast the pipes to shut-off the crushers.

NEXT MONTH

We'll tell you how to send Diavolo on his merry way to hell and expose every Bond Moment, unlockable extra and cheat. Don't miss!

OBJECTIVE COMPLETE:
EXITED SHAFT
10 - 10
P99

Chamber of horrors: Network tap yur way into the cannons and use them to blast Diavolo's pod...



platform and a cut-scene will show you coming under attack.

● Take cover behind the crates and target the brake controls in the four corners. Once three have been destroyed, that lift is going down!

LEVEL 22:

RED UNDERGROUND

Turn around and rappel up onto the rectangular hole in the wall and when you emerge in the underground base, head right along the walkway and use the platform controls to slide across the gap. Head along to the far end of the walkway to get the secret Dragunov Sniper Rifle (Bond Moment!) and use it to start picking off enemies on the ground below (plus one on the gantry opposite for a Bond Moment!) When the coast is clear, rapel down and head over to the left, where you'll see a stationary tank on a platform. Use your Network Tap to utilise the tank's main cannon (Bond Moment!) and use this to blast the hordes of enemies up ahead. When the tank is totalled, switch control to another. There are three snipers in bunkers at the far end of the hangar, if you like you can send Q-Spiders through the small holes at the bottom to blow up the troops inside. When the coast is clear, head down the steps at the far end of the hangar and pull the lever to call the lift. Take the lift up and then run into the central control booth. Press the button on the terminal to the left of the entrance to shower the guards over to the left in platinum (Bond Moment!) and then use the other controls to call the bridge.

● Once over the bridge, press the button on the terminal to open the doors and then take cover behind the terminal as two enemies will emerge from behind the doors. Take them out and walk up to the door beyond to complete the level.

LEVEL 23:

THE FINAL CARD

Combo kill the two enemies that approach you and then fight, run and roll down to the far end of the control centre. When the sentry guns appear, get on the platform behind them and use your Network Tap to command them. Blast the row of monitors hanging from the roof over to the right to drop them on the enemies below (Bond Moment!), then send a blast into Diavolo's chamber.

● For the next part, you have to disable the four missile silo exhaust vents – two of which should be next to the railings behind you. When they have been disabled, go down the steps, turn left and go down before turning right – the third is under the walkway down in the corner. The fourth and final one is opposite, you'll need to go through a door to get to it – but watch out as two enemies will surprise you from behind it. Unfortunately, this one doesn't work – you will need to clear an obstruction. Head towards the door to the left of the controls and send a Q-Spider into the small vent. Go right at the junction and follow the vent around. When you come to a spanner jamming the works, detonate the spider to clear it. More guards will come running, so hold your position and send another spider into the vent, this time turn left and send the spider out into the open, then detonate it to take out as many guards as possible. Battle your way back to the main entrance to complete the first part of this gripping finale. ■

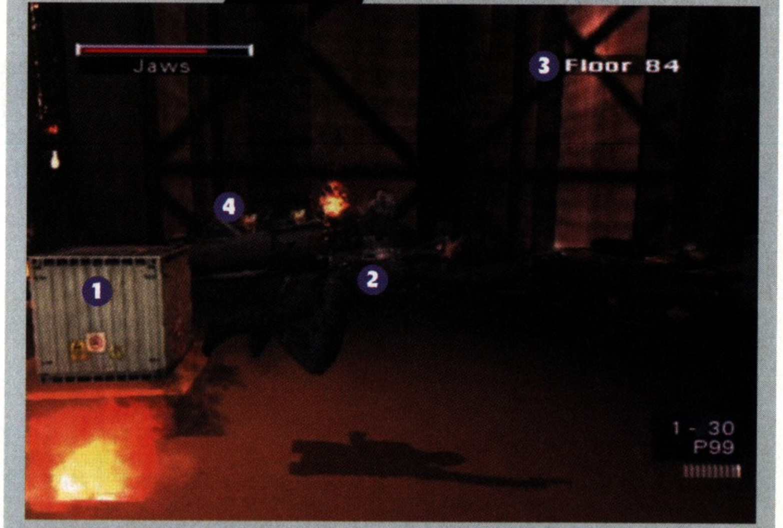
JAWS GOING DOWN

CAN YOU DEFEAT JAWS BEFORE THE LIFT HURTLES TO DESTRUCTION?

In the second part of level 21, you must battle a flame-thrower-toting Jaws on top of the lift. Take cover behind the crates when he shoots flames, but try not to stay too long as they get hot – so use your diving dodge attack to get clear! After a while he will turn his back on you, so use this opportunity to target his backpack – but be very quick as it isn't exposed for long. He will then resort to his secondary attack of shooting explosive rounds at you.

Dodge these by running left and right and again, shoot his backpack when it's exposed. Also, keep an eye on the floor counter because once it drops below floor 50, it's curtains and you'll fail the mission. A good tip for completing this exceedingly tight objective is to wait until Jaws is using one continuous flame bursts, hide behind a crate and then deploy a Q-Spider. Send this scurrying around behind him and detonate it to damage his backpack while he is concentrating on you. This way you'll get double the hits in a short space of time.

However, if you're going for the Bond Moments, you'll need two spiders to kill the guards in the previous chambers with, leaving you just one to spare. By shooting Jaw's backback when the opportunities arise and he has his back to you, you'll be able to get is energy down to only a tiny amount before hitting floor 50, so it is imperative you use that last spider for finishing him off. When you defeat Jaws, run over to the cockpit of the wrecked plane and the ejector seat will jettison you to safety.



1. CRATE STUFF
Take cover behind these crates when Jaws is shooting one continuous burst of flames at you and also use this as cover while you send a Q-Spider scurrying out to blast his backpack.

2. FIRE PROOFING
When Jaws blasts you with explosive charges, alternate between both crates, performing a running dive in between so as not to get caught in the blast or any crossfire there might be.

3. COUNTDOWN TO MELTDOWN
Keep an eye out for the floor counter. That lift is going down fast and once it drops below floor 50, you'll both be sent to your doom – so make sure you damage lots!

4. HOT SEAT
When you eventually defeat Jaws in the nick of time, run over to this plane wreckage and you'll automatically get in the cockpit and be jettisoned to safety. Phew, that was so very close!

THE BEST GUIDE ON PLANET EARTH!

Turkey shoot: These dive bombers are the easiest target to hit in Pearl Harbor.

YOUR **ULTIMATE** REPLAY GUIDE TO...
MEDAL OF HONOR: RISING SUN

THE FACTS: **MEDAL OF HONOR: RISING SUN** ● PLAYERS **1-4**
● MEMORY CARD SPACE **116KB** ● DIFFICULTY **JAPANEASY (NOT REALLY!)**
● COMPLETION TIME **ONE WEEK**

Fall in soldier and listen up – this is your field manual for guaranteed success.

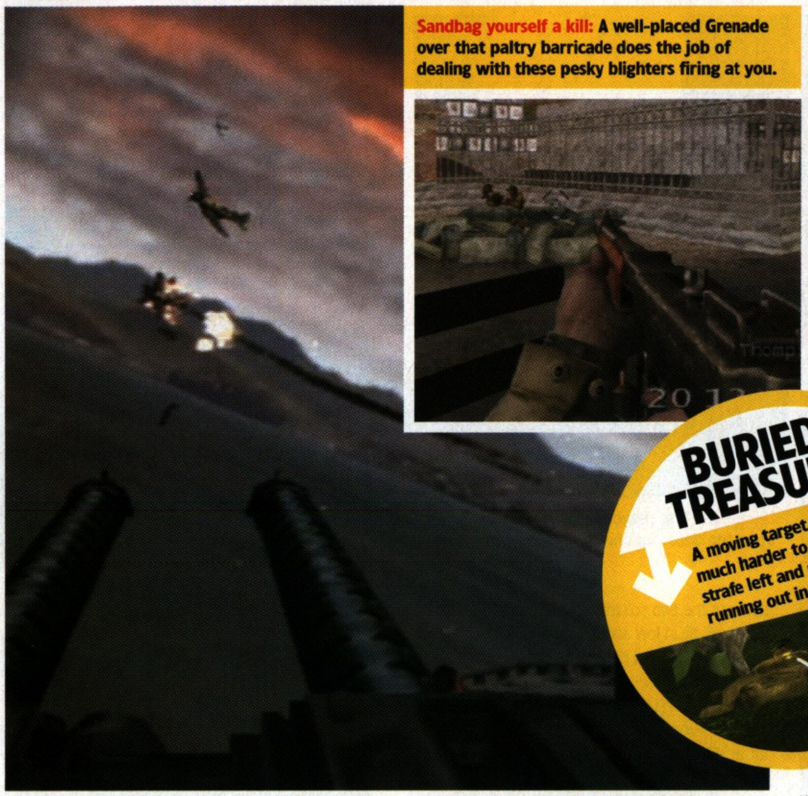
DAY OF INFAMY

→GET TOPSIDE

When the dreaming of your sweetheart is rudely interrupted by those inconsiderate Japanese, quickly head through the door right in front of you once the boat stops rocking. Turn right and run down the corridor. A sailor will get electrocuted in front of you so head left into the showers through the doorway. Go right into the toilets and go through the door on your right. Head left and go up the stairs. Go down the corridor, jumping the cable with △ and ducking below the pipe with □. Take the door on the left and go up the stairs. Go through the door and head left.

→EXTINGUISH FIRE

An explosion will rock the boat causing fires to start in front of you. Grab the Fire Extinguisher on your left and press and hold R1 to use it on the flames in front of you. Now face the flames in the corridor and extinguish them the same way and then tackle the fire engulfing the doorway. When the flames in the kitchen are doused by the cook (who takes your Fire Extinguisher) run through into the canteen and go through the door on the right-hand side. Turn left and go up the stairs onto the deck for an awesome opener... You will be handed a Browning Automatic Rifle but there's a gun turret up the stairs to your left. Man it by walking up to it and pressing ⊗. Shoot down as many enemy planes as you can. They come in really fast so keep on your toes. Keep an eye on the horizon for Zeros and look up high for dive bombers. Shoot the



Sandbag yourself a kill: A well-placed Grenade over that paltry barricade does the job of dealing with these pesky blighters firing at you.

torpedoes in the water too. Eventually you'll be thrown overboard.

PEARL HARBOR

→DEFEND BATTLESHIP ROW

There seems little point us telling you the exact location of every single Japanese plane – the sky is simply teeming with them. You have no control over the movements of the boat so simply blast away and take down as many aircraft as you can. See **Finger Tip** on page 112 for more details.

→ESCORT USS NEVADA

It's much the same again except that this time there are lots of dive bombers to deal with. If you let too many of them get through the Nevada will sink and you'll fail the mission. Just blast as many enemy planes as you can.

FALL OF THE PHILIPPINES

→FIND BROTHER

Immediately gun down the Zeros that fly over the bridge. Now run down to the end of the bridge where you will find Donnie, your brother. He will tell you what to do next.

→REPAIR TANK
→FIND LOST EXPLOSIVES TRUCK

After you have spoken to Donnie you need to clear the area immediately in front of you of enemies. Take out all the Japanese in the open with your Thompson and then switch to your Rifle to take out the two Japanese who appear on the balcony to the left. Now head into the area on the right, just before the damaged tank. Go into the room on the left and shoot the soldier who comes running out from behind some boxes. When he is down, head behind the boxes and pick up the Tank Cogwheel. Quickly snipe the enemy in the room opposite and head back to your brother. To the right of his position is a metal fence where there is a much needed Medical Kit and some Ammo. There are more pick-ups in the walled area below the balcony if you need them.

Now go up to the tank, shoot the soldier in the window opposite, and press △ to repair it. The tank crew will drive through the barbed wire barricade and a soldier will appear in a doorway on the right. Shoot him. Move forwards and clear out all the enemies in the pillared alcove on the right. Now rejoin the tank and take out the soldier carrying a pole mine who comes running around the corner. There is a Field Surgeon Pack by a lamppost on the right if you need it. Peer around the corner, taking care not to get too close to the explosive barrel and take out the soldier up high.

→STORM THE SQUARE

Follow the tank around the corner and down the road. Take out all of the explosive-bearers as soon as you can, using your Rifle to pick them off. Follow the tank into the square (there is a Medical Kit in the last doorway on the left before you get there) and look to your left for some Ammo. Follow the tank around the next corner and kill the Japanese in the ruined building on your right. As you reach the next corner, cut around the back of the grey wall to your right and take out the sentry with a bullet to the back of his head.

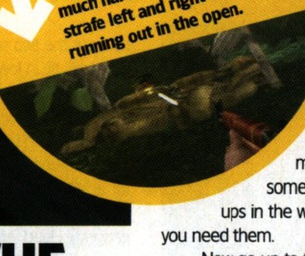
Now carry on around the corner and clear out the series of buildings to your left. Take the first doorway, kill the Japanese and then go into the next building to the left. Grab the supplies and head through the door. Move slowly around the corner and snipe the soldiers up ahead on the balconies. Now head right and clear the two remaining small buildings. Run up the stairs by the balcony and grab the Grenades and Field Surgeon Pack. Head back to the tank which is stopped at a blockade of rubble and you will get an additional objective.

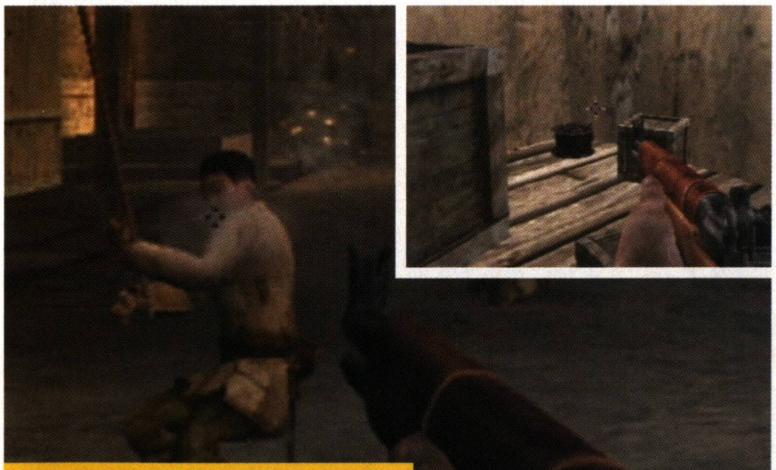
→ADDED OBJECTIVE: DISABLE RADIO COMMAND POST

There's a Japanese spotter somewhere calling down air strikes – you have to go and take him out. Retrace your steps and take out the Japanese who have respawned in the four small buildings. Now

BURIED TREASURE

A moving target is always much harder to hit, so always strafe left and right when running out in the open.





Manic miner: This suicidal nutter is intent on using his pole mine on your buddies' tank – stop him!

MASTER AT ARMS

TURNING THE COURSE OF THE PACIFIC WAR IS YOUR AIM – HERE'S THE LOWDOWN ON THE WEAPONRY AT YOUR DISPOSAL.

BROWNING AUTOMATIC RIFLE

This packs quite a punch and is also very accurate. It is let down by the small size of its magazine. However, you only get to use this weapon at the end of the first level and you will more than likely head straight for the machine gun anyway. Shame.

THOMPSON SMG

Unleashing an impressive 700 rounds per minute, the Tommy Gun is our weapon of choice. The only problem you will have is its lack of accuracy. It is best used in short sharp bursts otherwise the recoil makes accurate shooting impossible.

M1911 PISTOL

It's quite a noisy weapon for its size so it's definitely not suitable for stealthy situations. It is devastatingly accurate in areas of low enemy density – especially if you aim for the head. It's also very useful for close contact skirmishes.

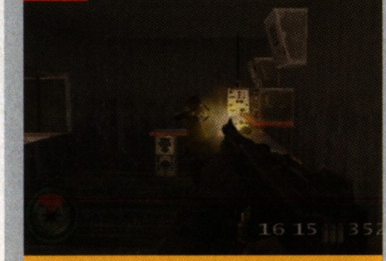
Reel 'em in: Grab the Film Canister to unlock a bonus movie at the Main Menu.

Bomb bay: This plane drops a bomb which blows open the doors up ahead. Gun it down anyway.

CLEARING THE MANILA BASEBALL FIELD

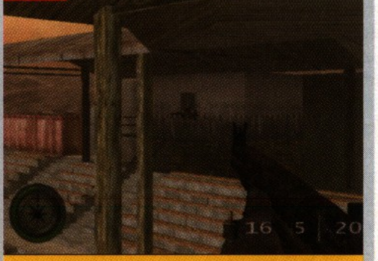
LISTEN UP AND YOU'LL BE HITTING THOSE JAPANESE FOR A HOME RUN AS WE COVER ALL FOUR BASES...

STEP 1



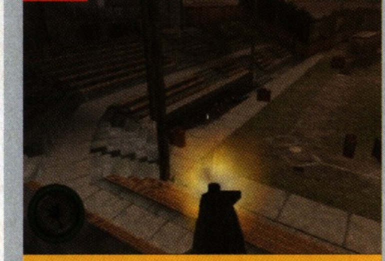
Bullets killed the radio operator: Shoot him and you've completed the added objective.

STEP 2



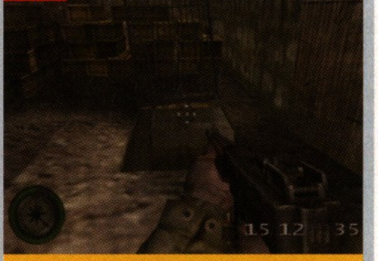
Garand-teed success: From the radio hut, snipe the machine gunner across the way.

STEP 3



Clearing the dugout: Mow down all the Japanese who take cover here.

STEP 4



Sewer rat: After you kill the soldiers behind the container this is your escape route.

take out the two soldiers on the veranda and a plane will fly in low and drop a bomb which blows a previously locked door open. A Japanese tank rumbles into view – run into the open doorway as fast as you can before it blows you away. Grab the Field Surgeon Pack and then go behind the stairs for a SAVE POINT.

Now go up the stairs and across the wooden gangway. Head left and shoot the sniper on the roof of the building opposite. Turn around and walk to the end. Stop at the top of the wooden plank which leads down and shoot the two soldiers manning the machine gun. Go down the plank, man the machine gun and mow down all the enemies that appear. Now head down the road to the right and shoot the soldier in the room with the open shutters. Head left around the corner, grabbing all the supplies and shoot the two Japanese in front of you and the two on the balconies high up to the left. Now turn left and go down into the sewer by the big wooden gate. Follow it around until you re-emerge on the baseball field. See clearing the baseball box to the left. Shoot the two soldiers who appear directly in front of you and then clear out the other enemies lurking around the stacks of boxes.

→CLEAR THE STANDS

Head up the stand on the right-hand side – the Radio Command Post is in the gantry. Shoot the operator and you've completed that objective. Snipe the machine gunner in the gantry to the right. Now head up into the next gantry and man the machine gun. Mow down all the Japanese who charge across the field and take out any who stay out of your line of fire with your Rifle. Run down the steps and go right. Behind the container are three soldiers so chuck a Grenade around the corner and mop up any survivors once it has exploded. Grab all the supplies.

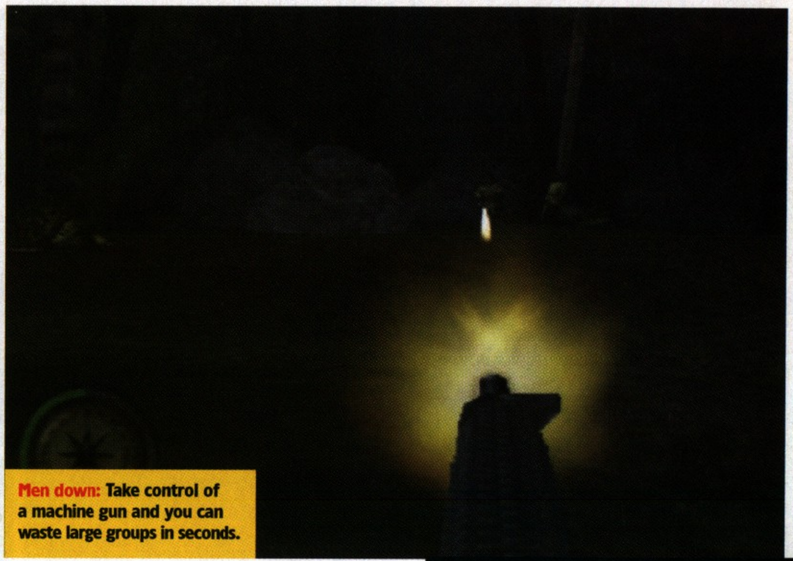
Go down the steps and follow the sewer, turning right down the circular passageway until you appear in a building. Shoot the soldier by the entrance and the sniper high up to the left as you emerge. Go through the hole in the wall. Shoot the Japanese in front of you and then take out the soldier hiding around the corner to the right as you head towards the open doorway. Go through the archway and take the door immediately on the left. Go up the stairs and shoot the soldier who charges at you. Head right, through the doorway and up the stairs. Man the machine gun and concentrate on taking out the enemy tank first before mowing down the infantrymen, and those down to your right. Now head back down the way you came and the previously locked gate will now be open. Shoot the two enemies and grab the supplies. You are now in the square that you couldn't get to earlier. Grab as many Medicinal Canteens as you need and then run over to the church where you'll find the Lost Explosives Truck.

→**ADDED OBJECTIVE:** SIGNAL DEMOLITION SOLDIERS

Can you think of anything around here that makes a loud noise? Yup – the church bell! Head into the church and head right. Next to the altar is a sorely needed SAVE POINT. Now run up the stairs to the bell tower. Walk all the way around the circular platform and then press ⊗ when instructed to ring the bell.

→ADDED OBJECTIVE: DELIVER EXPLOSIVES TRUCK

Run down the stairs and go out to the Explosives Truck. Grab all the supplies and then jump in the back of the truck. Equip your Thompson and shoot as many enemies as you can. Donnie's tank gets overrun with Japanese and there is nothing you can do about it – the truck just zooms off. Keep



Men down: Take control of a machine gun and you can waste large groups in seconds.

trying to kill as many of the enemies you pass as you can and, before long, a Japanese tank will give chase. Repeatedly lob Grenades at it and shoot the exploding barrels when it passes by them, until it is destroyed.

You will automatically pick up some Field Surgeon Packs along the way. Shoot the soldiers who run alongside you and those standing by explosive barrels will be taken out by the explosion. When you make it to the bridge it's job done... Except that your beloved brother is missing in action.

MIDNIGHT RAID ON GUADALCANAL

➔REACH LANDING AREA

You have been ordered to lead a pre-emptive strike against the Japanese before the main invasion force arrives. First up is making it to the landing area in your small motor boat. Sit tight and keep an eye out for Japanese. The first ones come storming off the right-hand bank into the water. Use your Sniper Rifle to send them to a watery grave. Shortly afterwards you will see a plume of smoke coming from the left-hand bank. This is where a few enemies are huddled. Keep your sniper sight fixed on this area and take out any Japanese as soon as you see 'em.

The boat will now briefly stop by at the right-hand bank and you will be given the option to go ashore. Take it – if only to improve your night vision. Head forwards and grab the Grenades to the left of the campfire. Now move forwards into the jungle. It's dark, scary and crawling with Japanese, but thankfully there aren't any wild beasts here on the land. After you take a slight kink to the right two soldiers will pop up. We chose to snipe them with the Sniper Rifle zoomed out but your Pistol is just as effective. Make your way through the rocks and then move slowly down the slope. A crazed Banzai-shouting soldier charges out of the bushes. Shoot him before he can stick you with his Bayonet.

➔HEAD FOR THE BUNKER

Head past the big tree and then take cover. There are some Japanese sharpshooters lurking by that rock up ahead. Zoom in your Sniper Rifle and pop their skulls. Move to the rock and then repeat for the soldiers occupying the next rock. Move forwards and take out the soldiers guarding the back entrance to the bunker. Move forwards and throw a Grenade into the doorway at the back of the bunker. Go into the bunker once the smoke's cleared and grab all the supplies including a much needed Medical Kit. Now get back into the boat and rejoin your squad. Be careful to watch out for hungry crocodiles along the way.

BURIED TREASURE

Make sure you always reload behind cover. Simply press □ to duck down behind and object and press R2.

➔REACH OUTPOST

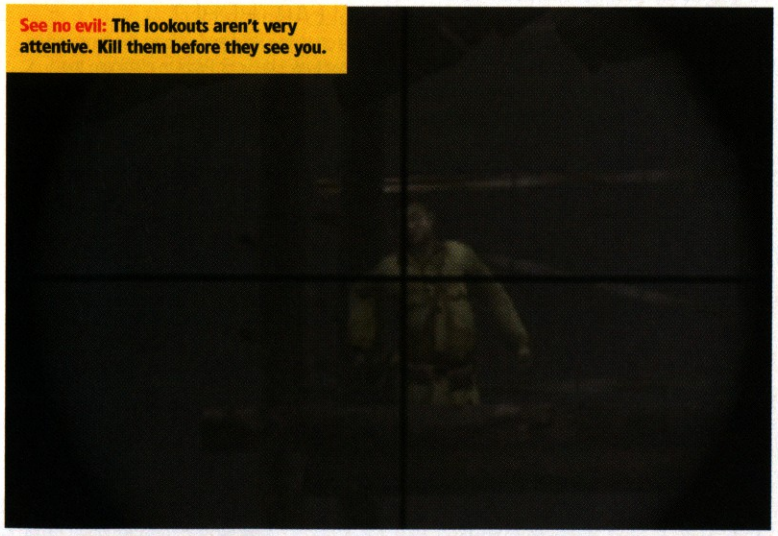
Once you have disembarked, head left down the shore, following the other Marines. Creep around the left-hand side of the rock and snipe the gunner in the bunker. Keep moving around to the left and equip your Pistol to stop the two charging soldiers in their tracks. Go around the left-hand side of the mound and collect the Medicinal Canteen. Go into the empty bunker and grab the supplies. Man the machine gun and neutralise any remaining foes. Now head out of the bunker and shoot the Japanese. Head into the partially concealed tunnel entrance opposite the bunker and shoot the soldier. Turn left at the bottom of the slope for a SAVE POINT.

Now carry on through the tunnel and pause at the top. There are two routes you can take here which both lead to the same point. We prefer to go straight ahead because there are some pick-ups along the way. Throw a Grenade into the murk ahead of you and then move forwards towards the campfire. Kill the three soldiers there but don't be tempted to rush in and grab those pick-ups just yet. There's a sniper high up on a log in the distance. Scope him out (he's on the right) and take him down. Grab the supplies and move forward carefully into the glade. It's quiet but it won't be for very long...

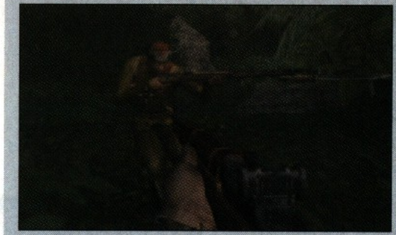
➔TAKE THE TRUCK

Edge along the left-hand side. A Japanese will spring up from a concealed foxhole on the right-hand side just beyond the rocks. When he's been silenced, strafe out to the right, facing left and take down the next soldier lurking behind a tree. Grab the Medicinal Canteens that both soldiers drop and then move forwards. You'll see a truck up ahead – be careful – the area is teeming with Japanese.

See no evil: The lookouts aren't very attentive. Kill them before they see you.



MASTER AT ARMS CONT.



M1 GARAND

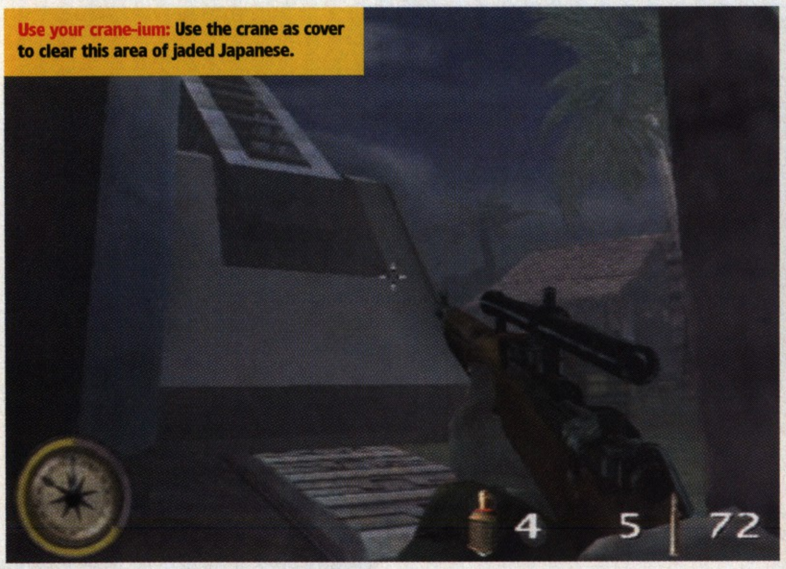
This semi-automatic rifle has a good range and great accuracy which make it ideal for picking off distant enemies and snipers. However, the downside is that it's very slow to reload and its small clip means that you have to take cover and reload a lot.

SPRINGFIELD '03 SNIPER RIFLE

This weapon has an awesome range and is as accurate as anything available today. Er, we'd imagine. However, it can only house one round in its chamber, reloading takes time and you will have to constantly break away from the action to put in a new magzine.

WELROD

This custom made silenced pistol is ideal for stealthy situations and is surprisingly accurate. However, it can only hold one bullet at a time and reloading takes a long, long time. If you confront multiple enemies armed only with this you are done for.



Use your crane-ium: Use the crane as cover to clear this area of jaded Japanese.

Move slowly down the right-hand side and take down any soldiers that charge at you. An officer will try to hack you to pieces with his sword – stop him before he gets close. There's a machine gunner on the back of the lorry. Move down the side and shoot him through a gap in the wooden slats. Climb up onto the truck and man the machine gun. Shoot all the cannon fodder who storm out of the darkness. Get off the truck and prepare for an attack from the rear. Take down all the enemy soldiers before they have a chance to stick you and then regroup and take a few deep breaths.

There is a soldier hiding in a foxhole on the slope up ahead. Edge forward slowly and shoot him in the face as soon as he appears. Move down the slope and clear the foxhole at the bottom on the right and shoot the soldier standing to your left. Follow the path around to the right and look out for an alcove on the left which contains a SAVE POINT. Move slowly forward, equipping your Sniper Rifle. Take down the soldier walking down the slope on your right-hand side. Hold your ground and terminate the soldiers who appear out of the murk. Now snipe the lookouts in the two towers. They aren't very attentive so don't worry too much aboyut them spotting you. Go up the slope where the Japanese was and grab the supplies at the top. Move into the open area and it's objective complete.

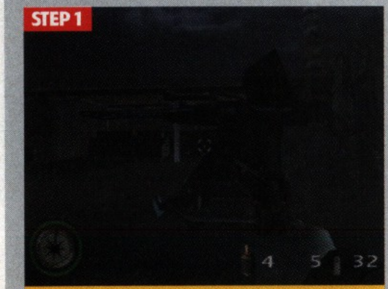
BURIED TREASURE

Make sure you search the levels thoroughly for Ammo and medical supplies as there are always plenty to be found.

SECURING THE AMMUNITION DEPOT

YOU'RE SO CLOSE AND YET SO FAR. HERE WE SHOW YOU HOW TO MAKE IT THROUGH THE FIRST PART OF THE GRAND FINALE...

STEP 1



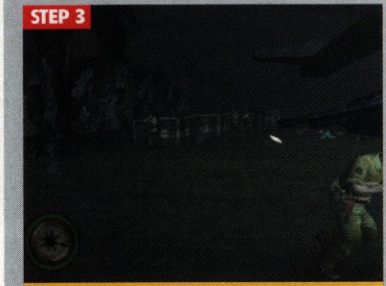
Gunishment incarnate: Look at that beauty. Those curves... and hulking great barrels!

STEP 2

Ammo Depot Destroyed

There she blows: Use the AA gun to cause one mighty big explosion.

STEP 3



Line of fire: It's hard to aim with this gun – watch where your rounds strike and adjust.

STEP 4

Tanking around: A tank rolls into view but a few rounds are all it takes to make it burn.

→DESTROY THE AMMO DEPOT

On the right-hand side is a pathway with a rock by its entrance. We advise you to ignore this route since it only leads you to the location to your left for no discernible point (for now). So head left towards the big crane but be wary because the area ahead is teeming with malevolent Japanese. From a position just before the crane snipe all the enemies who come running into view. When it's all quiet go into the small hut and grab the Grenades. Now move over to the larger hut, equip your Pistol and take out the officer before he can slice and dice you. Grab the Field Surgeon Pack. Now head out of the hut and shoot the soldiers who have appeared. Run around the hut and go through the gap in the fence. At the fork take the left-hand path past the lamp.

Go right around the corner and look out for an alcove on the left where you will find a SAVE POINT. Now carry on down the path but take care at the next left-hand turn – there's a foxhole just around it. Soldiers in foxholes always seem to drop a Medicinal Canteen so bear this in mind. Move forwards towards the area with a large rock at the centre. Shoot the soldier in the foxhole and the one who fires at you from the right. Move around to the left of the rock and shoot the guy in the foxhole.

→STORM THE BUNKER

Keep going forwards and you'll see an open area with a bunker on the other side. Shoot the two soldiers in foxholes and then shoot the soldiers who attack from your rear. Go around to the right, sticking to the far brush line. Ignore any enemies who fire at you and take the pathway on the right. Shoot the two enemies by the rock and keep on moving. Ignore the tunnel on your right-hand side and take out the two soldiers in front of you. Throw a Grenade into the back doorway of the bunker and wait for it to go off. Now go inside and grab the supplies. Man the machine gun and take down all the suicidal soldiers. Exit the bunker and shoot the soldier lurking behind the rock to your left. Go down into the tunnel and follow it around. Go out the other end and look out for a SAVE POINT on your left. Go down the side of the wooden building and then shoot the soldiers on either side of the truck. Now turn around and edge out forwards and right. Snipe the lookout on the guard tower and then use your Pistol to take down the two soldiers who come running. Cross the open area to the building with a truck parked out front. Kill the guard by the generator by shooting the barrels and then kill the other guard lurking behind it.

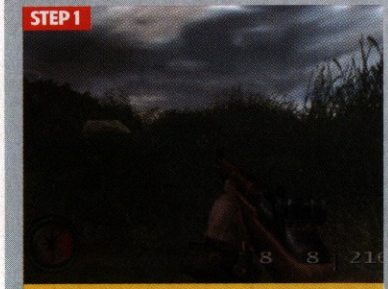
→CLEAR THE HUT

Carry on to the right and go past the fence down the pathway. Use your Pistol to eliminate the soldiers who come running from behind the boxes and then go into the wooden building. Kill the two soldiers in the dining room and then shoot the oblivious soldier at the top of the stairs. Walk down the right-hand side of the dining room and go

STORMING THE HOWITZER

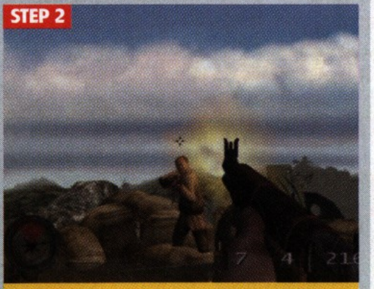
THIS HILL REMINDED US OF *THE THIN RED LINE*. DON'T GO THE WAY OF MANY OF THE FILM'S CAST – MAKE IT OUT ALIVE.

STEP 1



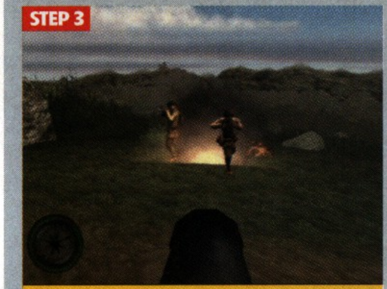
Left-hand pincer: Leg it up the hill, ignoring everyone until you get to the top.

STEP 2



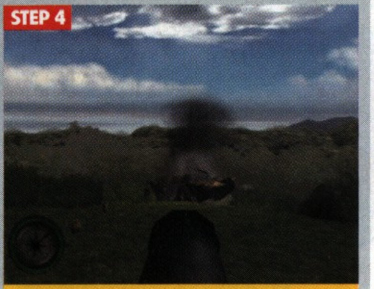
Rifling through: Take care of the soldier manning the howitzer.

STEP 3



Shell bursts: The shrapnel from your shells is more than enough to tear them to shreds.

STEP 4



Tanks a lot: This tank doesn't even get a chance to train its gun on you.

around the corner, shooting the soldier there in the back. Chuck a Grenade into the right-hand doorway and once it has blown apart the soldier inside, go in and grab the Field Surgeon Pack. Go through the next doorway and grab the supplies before heading up the stairs. At the top, go around to the left and shoot the soldier with his back to you. Grab the supplies and head through into the next room.

Shoot the soldier there and carry on through. Shoot the soldier around the corner. Go through into the officer's quarters and kill him. Now snipe the soldiers from the window before heading into the main room again. Go into the room on the left and grab the supplies before chucking a Grenade down the stairs there. Go down and through the radio room and out onto the veranda.

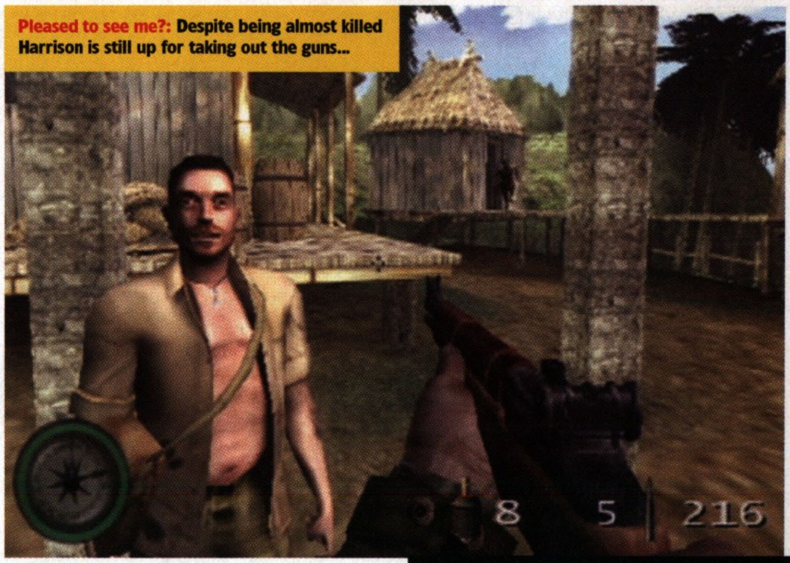
Shoot the two soldiers outside and then head around the side of the building to where the Ammo Depot is. Snipe all of the soldiers who charge at you. Now run past the tank and grab the Field Surgeon Pack. Now run to the far side of the Depot and man the AA Gun. Use it to shoot and destroy the Ammo Depot. See Securing The Ammunition Depot boxout to the left.

➔SECURE DEPOT

Simply use the AA Gun to destroy the tank that rumbles into view and all the soldiers who foolishly charge at you. To finish the level you need to secure the Airfield (even though it isn't listed as an objective). Go through the gate to the left of the AA Gun and look out for an alcove containing a SAVE POINT on your right-hand side. Shoot any soldiers who dare to confront you before dropping down into the trench and manning the machine gun. The last remaining Japanese will launch a massive assault on your position. Cut them all down and you've finished the level.

Gunishment: Pick off the Japanese who are giving your native allies trouble.

Pleased to see me?: Despite being almost killed Harrison is still up for taking out the guns...



PISTOL PETE SHOWDOWN

➔LOCATE LOST ALLIED PATROL

➔FIND AND DESTROY PISTOL PETE ARTILLERY

Move into the first clearing and drop all of the Japanese you see. If you take hits pick up the Medicinal Canteens and then move to the end of the clearing and follow it round to the right. Shoot the sharpshooter behind the rock and move forwards. There's another soldier on the left-hand side and a Medical Kit by the tree on the left. Storm the mound up ahead and kill the three Japanese before grabbing the Medical Kit behind a rock on the right-hand side. Follow the path around 180 degrees and go beneath the overhanging log. Follow the path around to the right (taking care of the Japanese up ahead first of all) but beware because there is a machine gun emplacement around the corner. Throw a Grenade to neutralise it. Man it yourself and take down all the enemies hassling your allies. Go up to the friendlies and Clemens will lead you forwards – follow him.

Go through the grassy door he opens for you, grab the supplies and use the SAVE POINT. Now follow your guide up the slope to a position above the camp where the Lost Allied Patrol is being held captive. There's nothing for it but to storm the place. Snipe as many Japanese as you can from distance with your Rifle and then storm in using your Pistol to finish them off from close range. Pay particular attention to those lurking in hut doorways. When the area is clear walk up to the prisoners and press ⊗ to free them. Two of them are on the verge of death but Harrison, the only one still standing, needs escorting to Pistol Pete. Search the enemy huts for supplies before moving on to the next area.

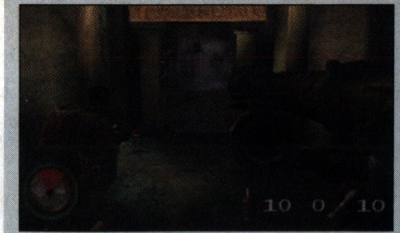
MASTER AT ARMS CONT.

STEN MKII SMG

This silenced SMG is our other weapon of choice. It is let down by a small magazine but it is very accurate for an automatic and is fast to reload. You can cut your way through a squad of Japanese with ease with this baby in your hands.

SHOTGUN

This pump action number can hold eight cartridges and is ideally suited to close quarter jungle combat. At longer ranges it is about as useful as a feather duster. Still, in the jungles of Thailand and Burma this baby is your best friend.



M9 BAZOOKA

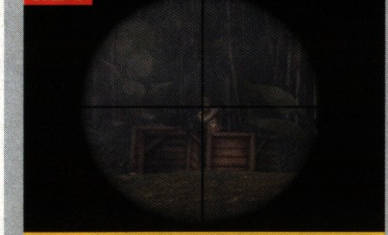
With a range of 90 metres and more, this weapon is devilishly efficient at taking out large groups of enemies from a distance. It's also great for neutralising guard towers and the like. However, you only pick it up during the Burma mission and it's under use in the game is a real shame.

Pack Howitzer Secured. Bonus Objective 1 Completed.

SILENCING THE MACHINE GUNS

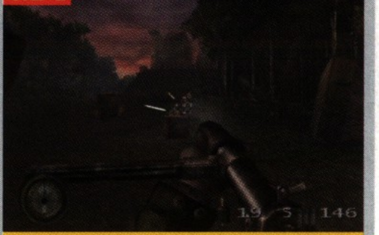
WALK INTO THIS AREA FOR THE FIRST TIME AND YOU WILL GET MOWN DOWN IN AN INSTANT. READ ON TO LEARN HOW TO SURVIVE.

STEP 1



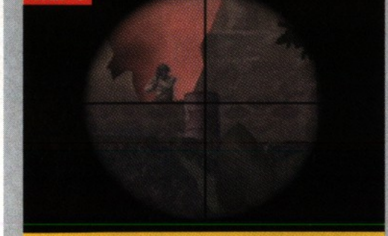
Eye contact: Take this gunner down with your first round and he won't even know.

STEP 2



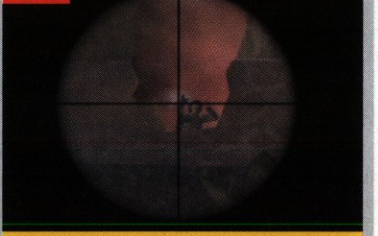
Sten & Stimpy: Take cover by the crates and kill all the foot soldiers.

STEP 3



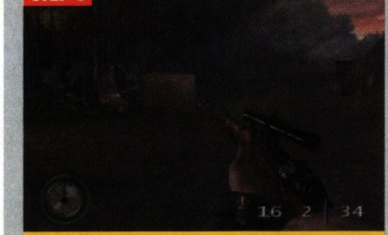
Near barrel: Putting an explosive barrel next to your position is plain dumb...

STEP 4



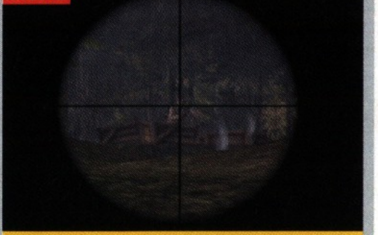
Reinforcement rout: More soldiers come to man this gun – take them down.

STEP 5



Grenadier: Take out the gunner behind that fallen pillar with a Grenade.

STEP 6



Bullet in the head: The final gunner is up on the left behind the ruin. End his life.

→ADDED OBJECTIVES: ESCORT HARRISON TO PISTOL PETE RENDEZVOUS WITH MARTIN CLEMENS

An enemy shell will blow a hole in the fence behind the main hut. Go through it and advance up the hill. Take out all the Japanese who attack and go right at the top of the hill and along the short path. You are now at the bottom of a grassy hill and at the top is an enemy howitzer. See Storming The Howitzer boxout on the previous page. Charge up the hill, keeping to the left and ignoring any enemies. When you get to the top, use a rock as cover and throw a couple of Grenades to neutralise the enemies manning the gun position. When the coast is clear grab the Medical Kit and man the gun, using it to kill all the enemies who charge up the hill and the tank. When all is clear, grab all the Medicinal Canteens and head down the left-hand side of the hill.

Around the corner is a machine gun emplacement. Grab some cover and snipe the soldier manning it. Move forwards and snipe the two soldiers manning the machine gun emplacement across the river. Run across the bridge, man the machine gun and mow down the Japanese who attack. Now move forwards and take the path on the right-hand side for a SAVE POINT. Now move forwards up the slope. Shoot the soldier in the foxhole and the two firing at you from behind a log. Follow the path around to the left and snipe the two soldiers at the top of the slope. Move up the hill and kill the Japanese in the foxholes. Go to the high ground and shoot the two soldiers high up in front of you. Move towards their position and kill all the enemies you come across.

Around the corner are two soldiers in foxholes who you need to deal with. Move forwards and shoot the soldiers across the river. Here you'll meet Martin Clemens and he'll give you a Thompson SMG. Go across the log by the waterfall and shoot the two soldiers there before grabbing all the supplies. Move forwards but be ready to retreat because a squad of Japanese charges towards you. Grab some cover and pick them off as well as the soldier in the foxhole. When the coast is clear follow the path up. At the fork go right to pick up Thompson Ammo.

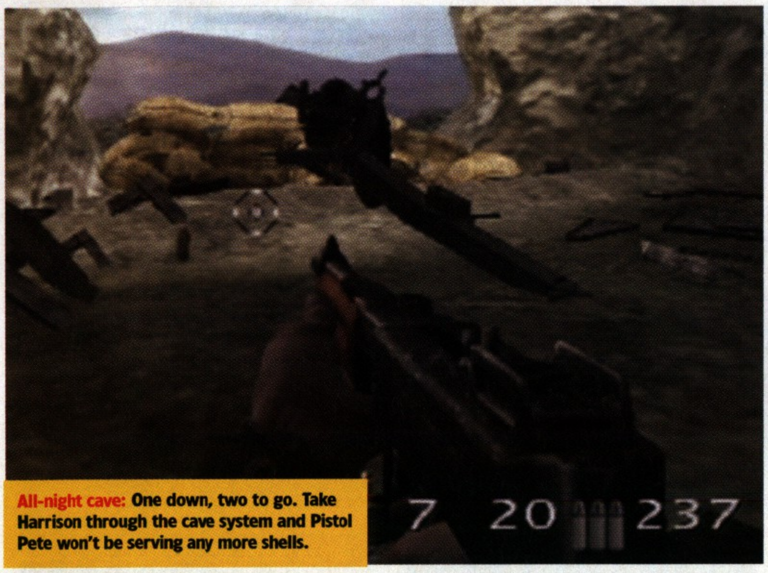
Now take the left-hand fork and follow the path up to the caves. Go around the boxes and shoot the two Japanese you encounter at the bottom of the slope. Go up the slope and shoot the two soldiers on the way. At the top is the first Artillery Gun. Shoot the soldiers guarding it and then Harrison will set a charge. Move behind the plunger and press ⊗ to destroy the gun and blow the door off its hinges. Shoot all the Japanese who come through the doorway and then go through after grabbing the Medical Kit.

→DESTROYING THE GUNS

Run along the gangway and shoot the soldier at the end. Go down the winding path and Grenade the two soldiers at the bottom. Go into the next room and kill the soldier there. Go through the door and out onto the ledge. Shoot the three soldiers across the gorge. Now go across the bridge, grab the supplies and go up the stairs. Go around to the right and snipe the machine gunner with your Rifle. Run up to the bunker and throw a Grenade in. The door at the side won't blow off until Harrison uses a demolition charge. You'll just have to wait for him to pluck up the courage before you can move into the bunker.

→USE HARRISON

Toss a couple of Grenades into the next room to clear out the gun crew. If there are still some



All-night cave: One down, two to go. Take Harrison through the cave system and Pistol Pete won't be serving any more shells.

Brom, brom, brom, let me hear you say way-o: This is Major Bromley. He has a shocking accent but he'll be the best friend that you've got.

Japanese left standing, pop their skulls with your Rifle or Thompson. Harrison will blow the gun with a demolition charge. Shoot the soldiers who pour in through the door and go through after you've thrown a couple of Grenades through the doorway. Take out the three Japanese in the cavern and move forwards. Snipe the enemies up ahead and keep going forward until the cavern kinks to the right. Shoot the enemies up high and then follow the path upwards.

Cross the gangway and take out the gun crew and any soldiers who fire at you from below. Harrison will blow the gun. Kill the two soldiers who come through the door and then go through it. Run to the left and head for the bridge. Shoot all of the soldiers who pour out of the doorway and then cross the bridge before Harrison blows it.

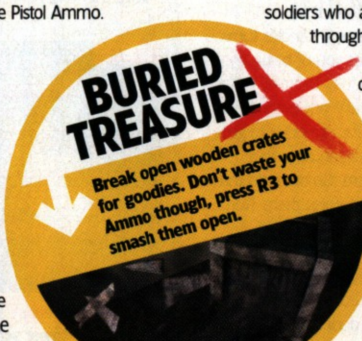
SINGAPORE SLING

→RENDEZVOUS WITH TANAKA

You have a new weapon to play with – the Welrod. Wait for the patrolling guard to walk away to the right before putting a bullet into the soldier in front of you. Now headshot the guard and move forward onto the jetty. Head around to the right and wait for the next guard to walk in front of you. Headshot him and then pick off the guard standing to the right. Now move onto the jetty with all the crates on it. To the left beyond the barrels is a guard standing in a lookout post. Cap him and then move to the right and take out the soldier on the boat. There are some revitalising Noodles on the deck if you need them. Go back onto the jetty and cross the gangplank to pick up some Pistol Ammo.

→DOWN THE GANGPLANK

Head back down the gangplank and turn right. Shoot the patrolling guard. Edge forwards but beware because there are several Japanese beyond that truck. Edge to the right and shoot the soldier standing behind the left-hand truck. Pick off the other two guards and move around to the left to take care of the officer who appears from behind the other truck. If you take any hits there is a Medical Kit behind the crane on the right-hand side. Now go through the gate and turn left to meet Tanaka.



BURIED TREASURE

Break open wooden crates for goodies. Don't waste your Ammo though, press R3 to smash them open.

→REACH THE HOTEL

After the rickshaw is taken out by a speeding car you have to make it to the hotel on foot. Walk past Tanaka and carry straight on. A soldier will burst out of a door on your left-hand side and start firing at you. Your cover is blown. Take him out and the two soldiers who attack. Tanaka splits so head through the door and use the SAVE POINT. Go through the door on the right, crouch and drop into the drainage trench. Shoot the soldier standing on the wooden plank over the trench and the sniper up on the rooftop in the distance. Move all the way down to the end of the trench and go up the ramp. Stand up and shoot the two soldiers on the road.

Go around the corner and headshot the soldier, leaning around the wall on the right-hand side. Go into the noodle shop and shoot the guy under the pagoda. Head through the door and shoot the two soldiers down the alley to the left. Go down the alley, grab all the supplies and then go through the door and up the stairs. Kill the two soldiers in the room at the top and carry on over the gangway into the next building. Kill the soldier and then the two officers in the small lit room. Carry on through the room and grab the Medical Kit. Shoot the soldiers on the lower levels and then go down the stairs and grab more supplies.

→FINDING BROMLEY

Go through the door in the far corner. Beware – there are several Japanese down the alley to the right. Edge out and take them down with headshots with your Welrod. Ignore the opening on the right – turn left instead. Take the next left and run towards the closed door. Bromley will open it – run in and follow him. After he finishes talking to you don't follow him down the stairs. Use your Welrod to snipe the enemies down below. When they are all dead run down the steps and follow Bromley up the flights of stairs.

→ADDED OBJECTIVE: AMBUSH KANDLER'S CAR

MASTER AT ARMS CONT.

T-11 LMG

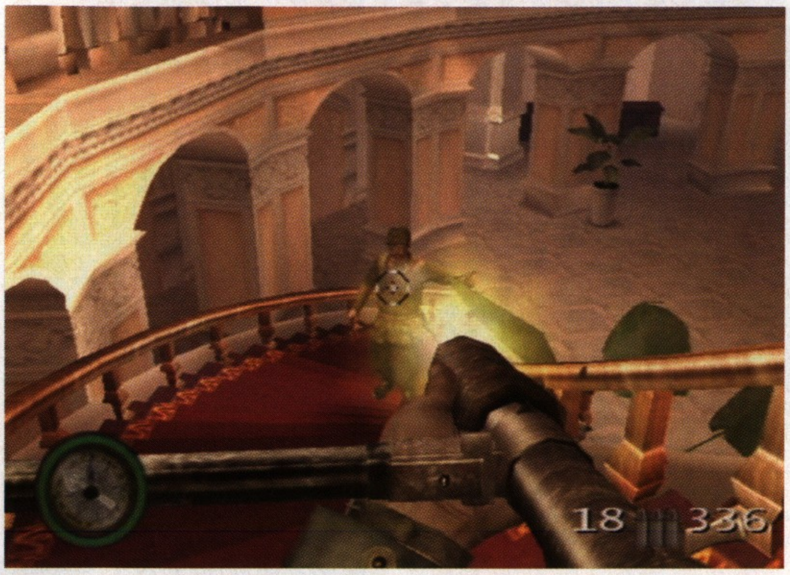
This Japanese LMG is not the prettiest piece of kit you will get your hands on but it certainly packs a very hefty punch. It has a strong kick on it so only use it in short, sharp bursts. Otherwise you'll be firing almost right up into the air. This gun's large magazine make it ideal for dealing with large groups of enemies in close quarter encounters.

T-99 LMG

This is very powerful and has a good range. You only get to use it on the last level and, to be honest, you will probably prefer to use the Sten Gun instead. A useful back up, however.

GRENADES

An essential weapon more than ever. Thankfully, you no longer have to cycle through your inventory to select them. Simply press L2 to drop a Grenade and hold L2 to throw one.



Bromley gives you some Caltrops to ambush the German Officer's car with. When instructed, press ⊗ to throw the spikey devices and watch the staff car crash into a wall. Walk up to the smoking wreck and press ⊗ to steal the German uniform. Now go up the stairs and use the SAVE POINT.

Carry on up the stairs. At the top, shoot the soldier on the right-hand side in the distance. Now move forwards and take down the soldiers who come charging down the sides of the glasshouses. Go into a crouch and move up to the wall. Hold aim and use the left analog stick to pop up and fire at the soldiers on the next rooftop. When they are dead go across the wooden bridge and shoot the soldiers below.

Go down the steps and go up the wooden planks and along the walkway. Move to the left and shoot the two officers interrogating the POW. Grab the Medical Kit and shoot the two soldiers down below to the right. Snipe the soldier on the opposite rooftop with your Welrod and then drop down to the level below. Grab the supplies and then go up the crates and onto the next rooftop. Shoot the soldier on the left and then go down the stairs and through the door. Kill the two officers in the next room and go through the door to free the POW. Now go down the stairs to meet Tanaka. He will chauffeur you to the hotel.

Room with a view: Waste the Japanese and then escape via the balcony...

→INFILTRATE THE AXIS SUMMIT

Walk into the hotel and you are met by a guard of honour! Go up the stairs and go left at the top. Walk through the open door and you will be taken to the summit.

→ADDED OBJECTIVES: GRAB THE SLIDE REEL

→ESCAPE FROM HOTEL

Just as things start to get interesting, Kandler turns up in his underwear and accuses you of being an impostor. How right he is. Thankfully, Bromley drops in and tosses you a Sten Gun. Take out everyone in the room before walking up to the projector to get the Slide Reel. Head out of the open door and shoot the Japanese soldiers there. Go out onto the landing and take down all the enemies there. Run around to the left, grab the supplies and keep going. Take out the two Japanese soldiers and their officer. Go down the stairs and kill the German and Japanese officers there. Turn around and head to the back of the hotel. Take the door on the right and then open the next door to go into the kitchen. Shoot the chef and the two soldiers before using the SAVE POINT in the room on the right.

Go up the stairs and help Bromley take out all the enemies. Walk to the next doorway and take out all of the soldiers in the corridor. Head down the corridor and kill the Japanese and German through the first open doorway on the left before killing all the Japanese in the room on the right. Go through this door and head through onto the balcony. Tanaka turns up in a double-decker bus, allowing you to escape.

IN SEARCH OF YAMASHITA'S GOLD

→LOCATE FLYING TIGER'S CRASH SITE

→FIND TANAKA

Move forwards and use the Shotgun to kill the soldier in the clearing. Turn left and go down the path in between the two rocks. Take out the three soldiers you encounter and follow the path around to the right. Nail the soldier at the corner and then use Grenades to take out the three Japanese after the path bears right. Go past the broken pillar and gun down the two enemies who attack. Grab the Medical Kit and follow the path around to the left. Shoot the four soldiers who come into view. The Shotgun is your best bet for the first part of this level. Move past the broken pillars and use your Sten Gun to kill the Japanese in the clearing. Move into the clearing and take the high path.

→MACHINE GUN EMPLACEMENT

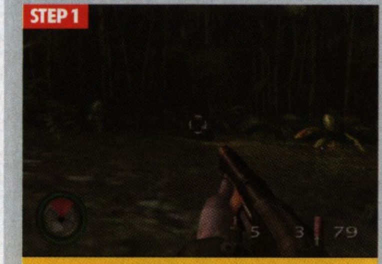
Go through the trees and shoot the sentry with his back to you. Equip your Sniper Rifle and snipe all the Japenese in the clearing down below. Beyond the first set of rocks is a machine gun emplacement – take out the gunner and any soldiers that try to man it. When they are all dead go back the way you came and go down the lower path to the right. When you get to the clearing more Japanese will appear. One will man the machine gun – make it your priority to take him down first. If you are running low on health smash open the boxes by the first set of crates for a Medical Kit. Now move forwards up the slope.

→MACHINE GUN MADNESS

Go through the rocks and then down to the left around some ruins for a SAVE POINT. Smash open

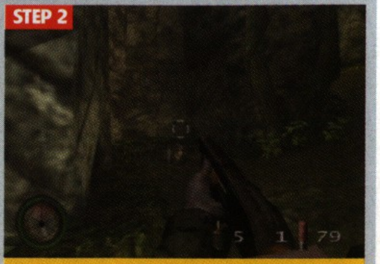
STORMING THE CLIFFS

THE JUNGLE IS FULL OF NASTY SURPRISES. DO YOURSELF A FAVOUR AND DEAL YOURSELF IN WITH OUR SPOILERS!



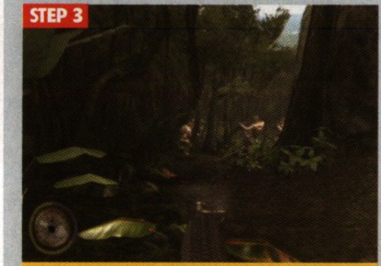
STEP 1

Foxhole fool: Take out this sly bugger with a face full of lead. And then some more.



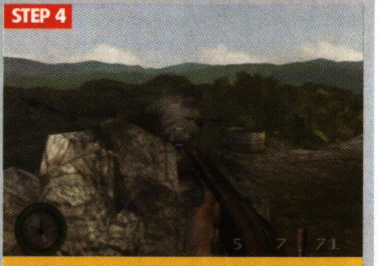
STEP 2

Taken from behind: There's another foxhole around the rock. Repeat the process.



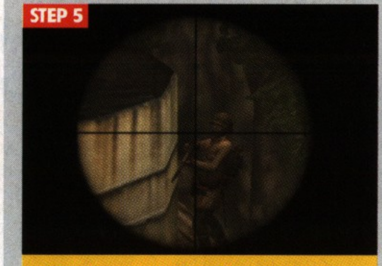
STEP 3

Gun down below: Man the machine gun and stop this charge in its tracks.



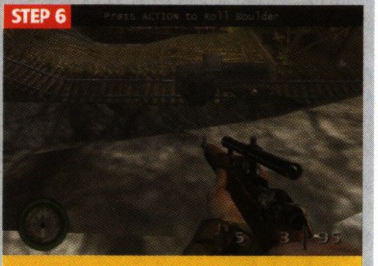
STEP 4

Between a rock and a dark place: Clear the top of the cliffs of Japanese.



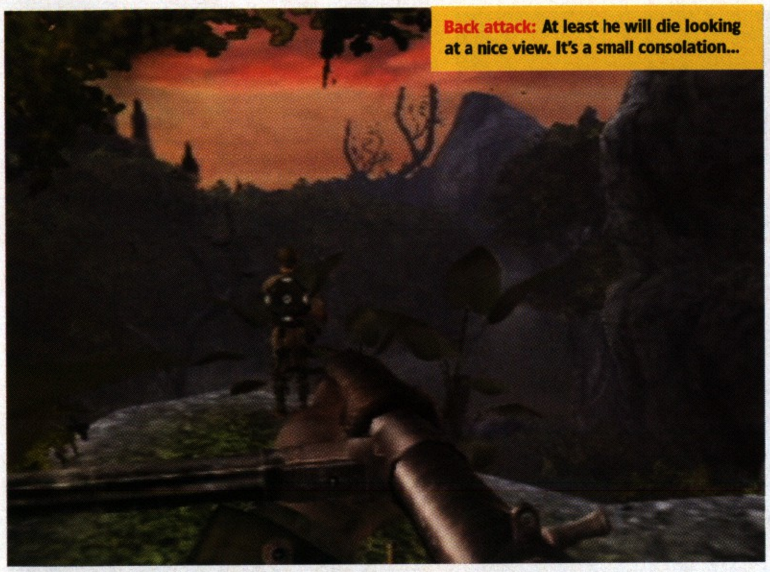
STEP 5

Sniper showdown: Snipe the Japanese on the water tower across the railway.

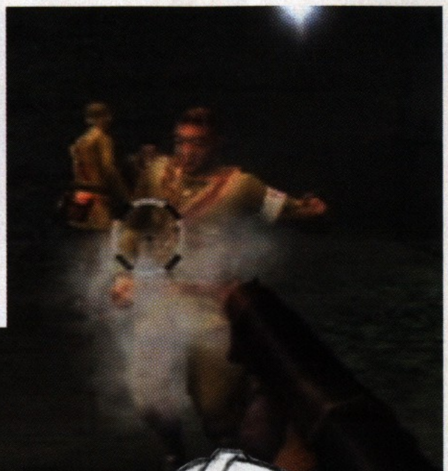


STEP 6

Rolling Stone: Press ⊗ to send that boulder crashing into the truck and guards.



Back attack: At least he will die looking at a nice view. It's a small consolation...

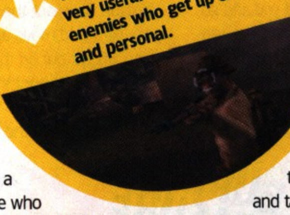


the crates here for some Grenades and Ammo. Now go back around the ruins and edge through the bushes on the left-hand side of the area. See Silencing The Machine Guns box on the previous spread. Equip your Sniper Rifle – up ahead to the left is a machine gun emplacement. Snipe the soldier there and then edge up the left-hand side of the open area. If you run over and man the vacated machine gun you will get torn to shreds. There are three more to deal with. One on the left-hand side by some rubble, one beyond that and one up in the ruin on the small hill. Edge up the left-hand side in a crouch. Take out the Japanese who come towards you. Keep edging forward to the set of crates and take cover. Take out all the Japanese who come charging at you with your Sten Gun and then lob Grenades at the fallen stone pillar to your left where the next Machine Gunner is. When he's silenced grab the Medical Kit by his position and target the machine gunner up on the hill with your Sniper Rifle.

Now turn your attention the gunner up ahead on the left. If you take damage there is a Medical Kit by the fallen pillar on the right. When all is quiet move up the hill to the ruins. Take out the three Japanese soldiers there and smash the crates for supplies. Head down the path for a SAVE POINT. Carry on down the path and you will find both the Crash Site and Tanaka.

BURIED TREASURE

Your melee attack is very useful for taking out enemies who get up close and personal.



→ DISCOVER YAMASHITA'S GOLD

→ **ADDED OBJECTIVE:** RESCUE PILOT

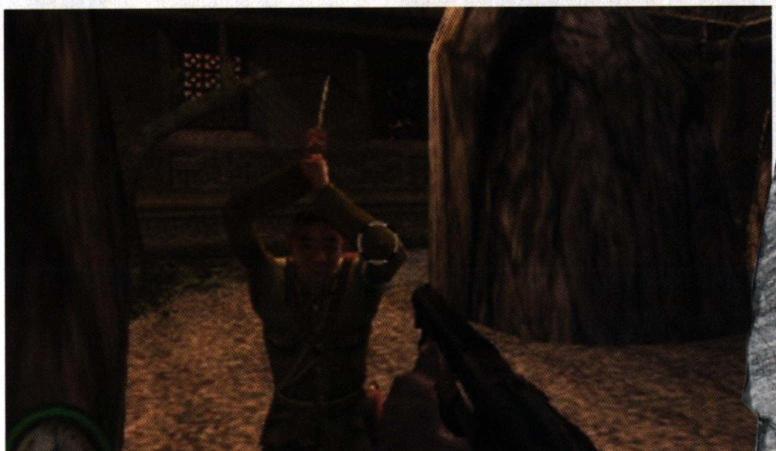
Go with Tanaka down the path. Around each corner are Japanese soldiers – blast them with your Shotgun. When you reach the entrance to the temple equip your Sniper Rifle and shoot the two soldiers in the guard towers and the one patrolling the open area. Equip your Sten Gun and move towards the steps but be prepared for hoards of Japanese to come charging down them. There isn't too much advice we can give you here except to waste them with your Sten and throw Grenades. When they are all dealt with grab any Medicinal Canteens left behind and make your way up the steps. Stop before you reach the top because there is a machine gunner and two soldiers waiting for you. Chuck a couple of Grenades over the top of the steps without showing yourself. If the explosions are following by screams or moans you've hit the mark. If not, try changing the angle of the throw until you are successful. Equip your Shotgun and charge over the top and take care of any survivors.

→ BAZOOKA TIME

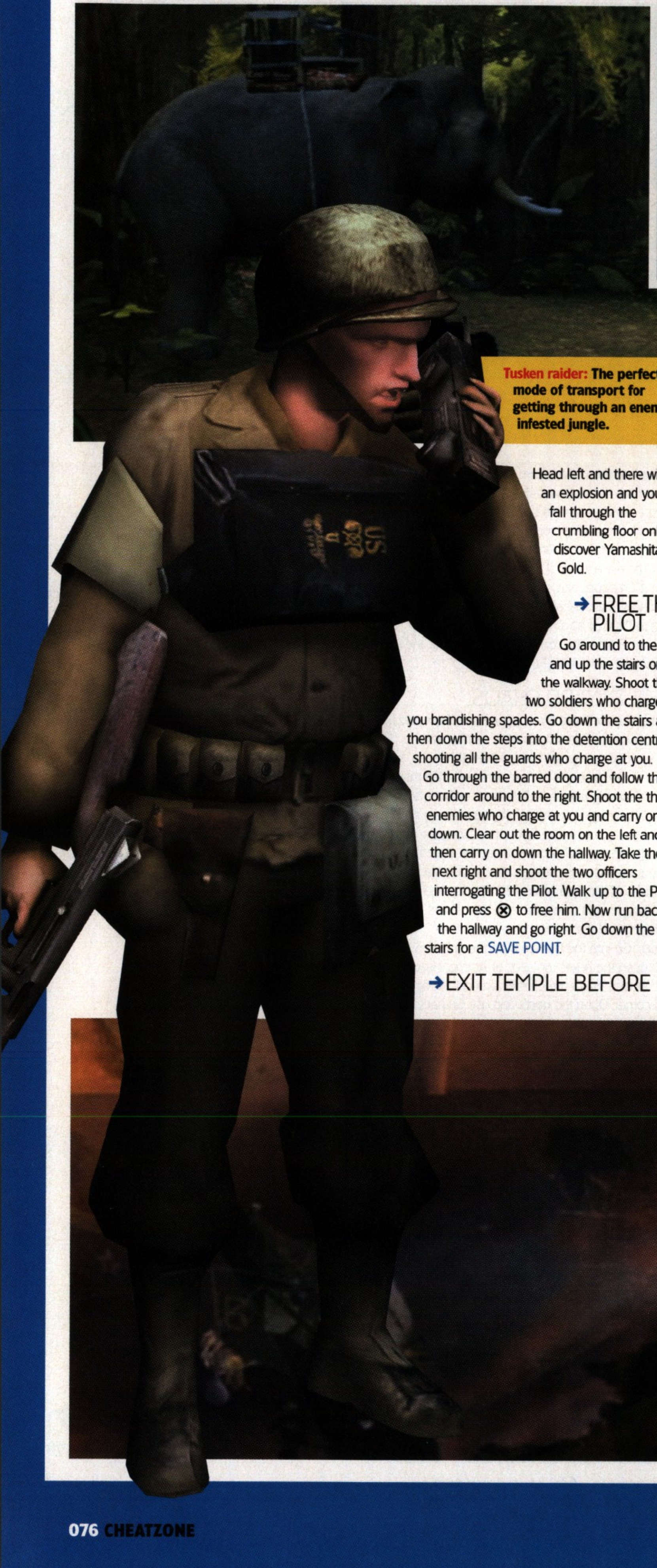
Go down the hallway and then face right as you approach the golden Buddha to take care of the soldier waiting there. Now equip your Sniper Rifle and take down the three soldiers around the Buddha. Head left and smash open the boxes there. You will be rewarded with a Bazooka, plenty of Ammo and a Medical Kit. Now head back in the opposite direction, past where you killed the soldier earlier. Go left and then right and use Grenades to clear out the next room with a big statue in it. Chuck Grenades into the next room on the left and, when it is clear head in and face left. Use the Bazooka to take care of the Japanese in the corridor and then head down it. Soldiers will appear from behind the crates at the far end – use your Shotgun to take care of them. Turn right and shoot the soldier around the corner in the face. Walk up to the doors and press ⊗ to open them. There are loads of Japanese in here so chuck in some Grenades and, when they have detonated, charge in to finish off any survivors with your Shotgun. Destroy all of the crates that you can in this room. Follow the corridor that you reveal and it will take you to a SAVE POINT.

→ COURTYARD CHAOS

Now head back into the room you came from and open the doors. Shoot the soldier walking away from you and then edge around the right hand corner. Chuck a couple of Grenades and then mop up any surviving Japanese. The doors on your left and right are locked so follow the corridor around to the right, grabbing the Medical Kit along the way. Open the next set of doors and use the Bazooka to take out the Japanese soldiers on the balconies on both sides of the open courtyard. Quickly equip your Shotgun and take care of all the officers meditating and the soldiers who run to their defence. Go into the first room on the right and break open the boxes for loads of Ammo. Head back out and follow the corridor around the right-hand corner. Open the doors and use Grenades to take care of all the Japanese in the dining room.



Chairman of the sword: Shoot him quick because he can slash from long range.



Tusken raider: **The perfect mode of transport for getting through an enemy infested jungle.**

Head left and there will be an explosion and you will fall through the crumbling floor only to discover Yamashita's Gold.

➔FREE THE PILOT

Go around to the left and up the stairs onto the walkway. Shoot the two soldiers who charge at you brandishing spades. Go down the stairs and then down the steps into the detention centre, shooting all the guards who charge at you. Go through the barred door and follow the corridor around to the right. Shoot the three enemies who charge at you and carry on down. Clear out the room on the left and then carry on down the hallway. Take the next right and shoot the two officers interrogating the Pilot. Walk up to the Pilot and press ⊗ to free him. Now run back to the hallway and go right. Go down the stairs for a SAVE POINT.

➔EXIT TEMPLE BEFORE

FOURTH GUN EXPLODES

Now retrace your steps to get out of the detention centre, shooting all the Japanese you encounter along the way. Head around to the right of the stairs and go through the open doorway. Shoot the Japanese in the corridor in front of you and go around the corner. Go into the next room and wait for the explosion to send the statue of Buddha falling. Go around to the left of it and shoot all the soldiers there. Go through the archway and shoot the soldier who charges at you. Throw Grenades to take care of the soldiers at the end of the corridor and then go around the corner. Shoot all of the soldiers just in front of you and then use the Bazooka to take care of those in the distance.

➔HEADING FOR EXTRACTION

Go through the next archway and eliminate the four soldiers defending the machine guns. Now man one of the machine guns and shoot everyone that you see. When the truck on the left-hand side tries to escape riddle it with bullets until it comes to a standstill. The action will then jump to a cut-scene where Bromley extracts you from the temple in a helicopter (we're not even sure they were in use in 1944, especially in Burma!).

A BRIDGE ON THE RIVER KWAI

➔RENDEZVOUS WITH THE CHINDITS

Edge your way down the jungle path. See the big tree on the right? A soldier is hiding in a concealed foxhole just behind it so be prepared for him. Use your Shotgun to fill his face full of lead and then be prepared for the next foxhole further down the path on the left. Carry on down to the bridge and equip your Sniper Rifle. There is a sniper high up to the left behind some foliage in front of a forked tree stump. Shoot him and then re-equip your Shotgun. Take out the two soldiers on the path to your right and move up the slope. See Storming The Cliffs boxout on the previous spread. Look to your right and shoot the enemy who runs onto the ledge. Now run to the end of the slope and gun down the two Japanese down below. Grab the Field Surgeon Pack and go back down.

➔CLEARING THE JUNGLE

Soot the remaining Japanese who charge at you and then equip your Sniper Rifle. Move onto the railway track and face right. There is an enemy sniper on a ledge high up to the right – headshot him. Now edge forwards and take out the three Japanese soldiers who appear from behind the crates on the right-hand side. Now face the cliff on the right and shoot the enemy sniper on the ledge. He's difficult to see because he is camouflaged against the rock. Now turn around and take the path to the left of the rocks. Edge forwards and in the clearing to the right is an enemy hiding in a foxhole. Keep as far to the right as you can and shoot the soldier when he appears. Now edge left and around the rock. Another enemy will appear so gun him down. Now carry on up the slope and man the machine gun at the top. Shoot all the Japanese with a death wish before they can even think about firing at you.

➔ROLLING ROCKS

When they are all dead go up onto the ridge and neutralise the two Japanese. Equip your Sniper Rifle and headshot the soldier on the water tower. Now go up to the round boulder and push ⊗ to roll it down the cliff to take out the truck and enemy

BURIED TREASURE

As with all FPSs, you don't want to scatter your bullets all over the place. Your best bet is to go for headshots.

Light of day: The T-11 LMG is the perfect weapon for filling Japanese with lead.

Train dodging: Follow Bromley over the carriages to make your escape.

soldiers below. Grab the Medical Kit before taking the path down. At the bottom of the slope do an about turn and take the next path down to the left. At the bottom is a T-11 Light Machine Gun. You should already have picked up some Ammo for it. Equip it and head back onto the railway. Move onto the bridge and a Japanese truck comes roaring into view. The Chindits will take it out. When the truck has exploded run up to meet the Chindits.

→ FIND BROMLEY

Follow the Chindits down the railway, ignoring the path leading of to the left. On the right, just as the rock begins is an alcove containing a SAVE POINT. Now equip your Sniper Rifle and head up onto the railway. There are two enemy snipers high up on the cliffs to the right and one on the left. Take them down. Move forwards around the bend and take out all the Japanese who appear.

When the blockade comes in to view hang back. Equip your Sniper Rifle and take out the gunner in each of the towers. Lots of enemies appear and try to man the guns – keep on taking them down. Go down the path on the left-hand side of the railway. There is a Japanese in a foxhole at the fork in the path – take him down. Take the left-hand fork for a much needed SAVE POINT and then continue down the right-hand fork.

→ ELEPHANT BUSINESS

Immediately there is a soldier in a foxhole on the right – shoot him – and a soldier high up in a tree to the left. He's well disguised but you should be able to make out the khaki of his uniform behind the foliage. Carry on down the path to the bridge and cross the bridge.

Go down the path and pop out around the right-hand corner and Shotgun the machine gunner and his accomplice before they have a chance to shoot. Grab the Medicinal Canteens that they drop and man the machine gun. Dispose of the Banzai charge, pick up the Medicinal Canteens and then move on around the crates where you will find an elephant. Press ⊗ to mount the lumbering beast. Machine gun all Japanese you see.

→ SABOTAGE BRIDGE ON RIVER KWAI

→ GAIN CONTROL OF CRANE

After dismounting meet Bromley and take the left-hand fork for a SAVE POINT. Now go back past the elephant and up the path. Shoot the two soldiers there overlooking the bridge because they will only give you trouble later on. Now go up the path which Bromley took. He will tell you to get into the Crane. Use your Sniper Rifle to take out the guards in the towers and the soldier on the raised area by the Crane who is firing Mortars at you. Now run to the left of the rocky outcrop and up to the Crane. Grab the supplies and then press ⊗ to get into the crane. A cut-scene kicks in.

→ **ADDED OBJECTIVE:** OPEN FUEL TANKS

Head back down to the railway. It's is absolutely swarming with Japanese from the derailed train. Take them out using your Shotgun and Grenades and grab the Medicinal Canteens that are dropped. When the area is clear head through the first open carriage. Head to the right and shoot the two Japanese here. Now move down the right-hand side of the next carriage and gun down the soldier high up to the left. Move forwards and the black tanker on the left is your first fuel tank. Walk up to it and press ⊗ to release the fuel valve. To the left of this tanker is a Medical Kit if you need it. If not, remember where it is because you may need it later.

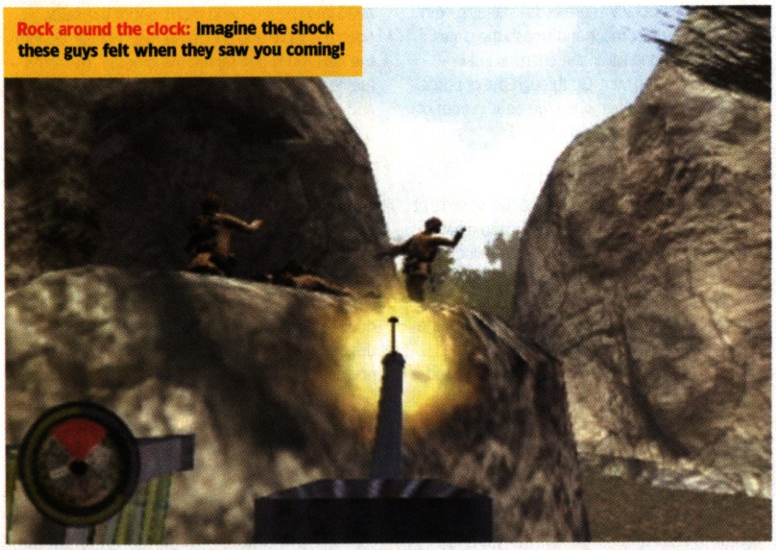
→ CARRIAGE HOPPING

Head through the next carriage and grab the supplies. Go around to the left of the next carriage and kill the soldiers who charge at you. Move to the left of the next carriage and shoot the soldier on the roof of the next carriage. Go right and squeeze in between the two carriages. Open the next fuel tank here.

Now go up the metal girder and shoot the soldier to the right. Now drop down and go through the carriage. Shoot the two soldiers in front of you and then run up to the fuel tank. Shoot the soldier to your right and then open the fuel valve. A Japanese officer dressed in white now charges at you with a sword. Fool! Shoot him in the face. Now go through the carriage door which he opened to meet Bromley. Go through the door which Bromley opens and shoot the two Japanese who appear and then Bromley will trigger an explosion.

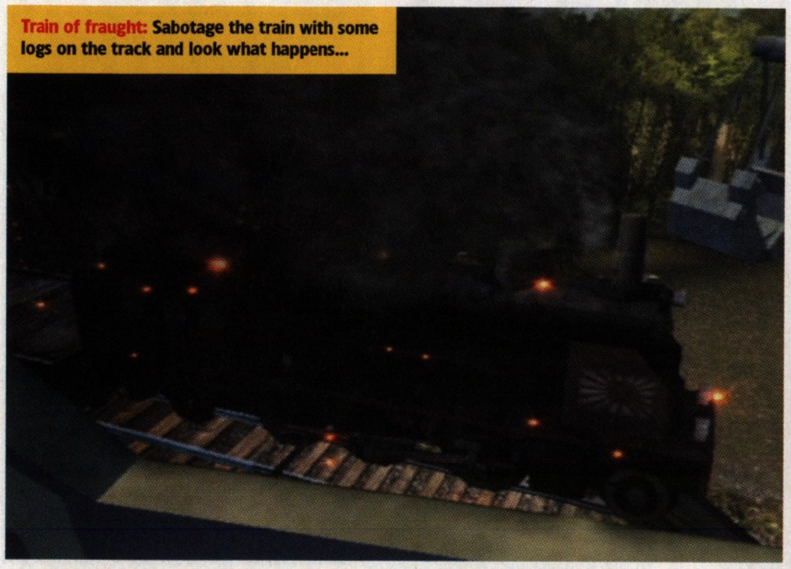
→ **ADDED OBJECTIVE:** GET OFF THE BRIDGE

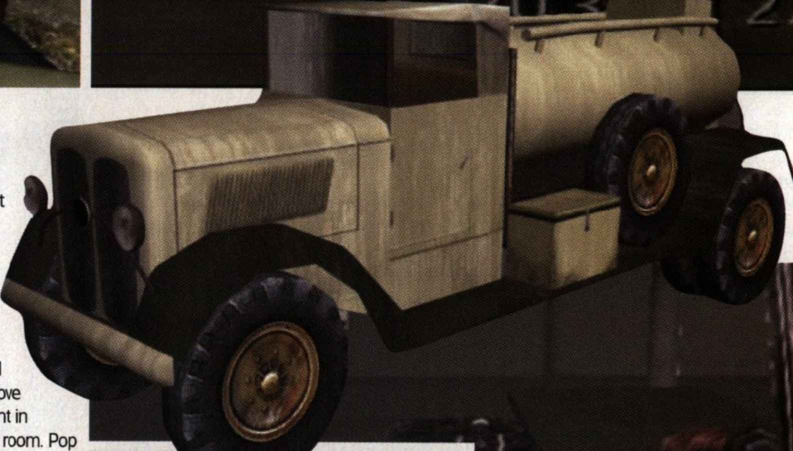
Follow Bromley back through the carriage and up the ramp on the right-hand side. Drop down and follow him into the carriage to the left. There's only one thing for it – run through the door at the opposite end of the carriage to jump off the bridge and finish the level. It takes a brave man to make a leap of faith but we can see that you have the courage. Thankfully, Tanaka turns up in a seaplane to rescue you. He has a habit of doing that... Unfortunately, he takes you somewhere far more dangerous for Rising Sun's final showdown so take a deep breath before taking the plunge.

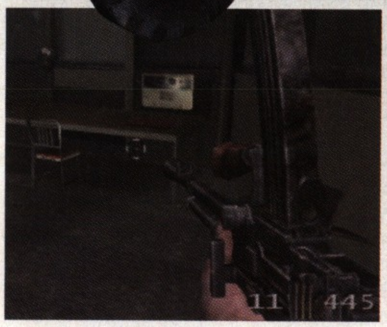


Rock around the clock: Imagine the shock these guys felt when they saw you coming!

MOH: RISING SUN


Train of fraught: Sabotage the train with some logs on the track and look what happens...





SUPERCARRIER SABOTAGE

➔OPEN VENTS
➔DESTROY FUEL MONITORS
➔BREAK FUEL VALVES

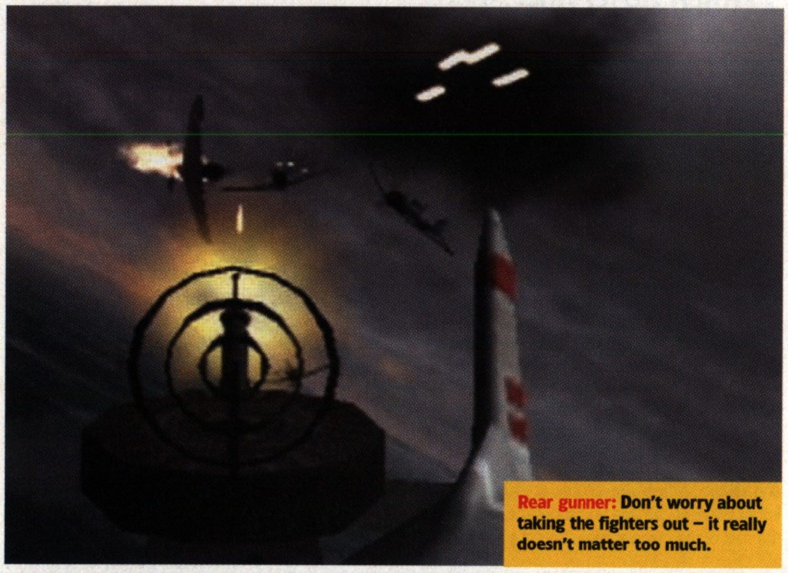
From your starting point turn around and head down the stairs. Go around the corner and go through the open door on the left. Shoot the sailor and walk over to the red vent in the far right-hand corner. Press ⊗ to open the vent. Grab all the Ammo and head back out into the corridor. Shoot the three sailors who appear from round the corner. Go around the corner to the right and open the door on the right. Dart inside and grab the Medical Kit.

Head back into the corridor and shoot the sailor dressed in blue who comes forward and fires at you with a machine gun. Go back into the room where you picked up the health and now use L1 and the left analog stick to peer out of the doorway and target the pilots at the end of the corridor. Go into the next room on the right-hand side and get the Field Surgeon Pack. Go around the left-hand corner and shoot the Japanese sailor by the vent. Run up to it and press ⊗ to open it. Move down the corridor slowly and shoot the machine gunner.

➔GET THE LIGHT MACHINE GUN

Open the door on the right. Be careful this room is teeming with enemies. Shoot the sailor directly in front of you. Move inside and side step to the left. Grab the Medical Kit and shoot the sailor in front of you. Move down the left-hand side of the room. Shoot the machine gunner and the officer and then pick up the T-99 LMG. Equip it. Grab the Medical Kit on the other side of the room and move back into the corridor. Shoot the pilot right in front of you and then duck back into the room. Pop in and out of the room to take down the three sailors at the end. When they are down move around the corner. Open the galley door, go inside, shoot the chef and grab all the supplies. Cross the corridor and face left. Shoot the sailors in the dining room and grab all the supplies. Open the vent in the corner and then go into the opposite room to deal with the officers.

Go back into the corridor and go around the corner to the left. Open the first door on the left and you'll find a bunch of pilots being briefed. Empty a magazine into those closest to you and then turn back down the corridor. An officer and a pilot have sneaked up behind you – teach them a lesson. If you run low on health at any point head back to the dinning area and pick up any supplies you didn't collect earlier. Head back to the briefing room and mop up any enemies still standing. Run to the end of the corridor and smash the crates. Open the door and kill all the enemies inside before opening the vent. Go through the opposite door, turn right and then open the door in front of you for a much needed SAVE POINT.


Rear gunner: Don't worry about taking the fighters out – it really doesn't matter too much.

➔SABOTAGE THE SHIP

Edge down the stairs and shoot the two soldiers at the bottom before they have a chance to react. Move into the next area and shoot the sailor. Move into the fuel room and shoot the three sailors who run across the bridge in front of you. Move around to the left and go onto the bridge. Head left at the end and then right towards the control rooms. Shoot the two sailors who come running out and then go into the left-hand room. Shoot the two sailors inside. Open the vent and shoot the fuel monitor. Now head into the other control room, shoot the sailor and repeat.

Go left from the control room for supplies and then go back to the control room and take the walkway to the left. Break all four fuel valves and carry on towards the next two control rooms. Shoot the sailors who come rushing towards you and then head into the left-hand room. Shoot the sailor, open the valve and shoot the fuel monitor. Go into the next room and repeat the process. The ship's fuel levels are dropping and Bromley will appear and lay an explosive charge!

➔LOCATE GOLD

Head left from the control rooms and then right onto the bridge. At the end turn left and then left again but be ready for several machine gunners to attack. Take them down asap, using the wall to shield yourself from their fire. There's a Medical Kit to the left if you need it. Now go through the open door and open the door right in front of you to discover a stockpile of gold. Enemies come out of nowhere and a green gas begins to fill the room. Before long you lose consciousness.

➔SINK THE CARRIER

You come round with Yamashita talking all kinds of jingoistic clap trap. Tanaka unties you but gets his throat cut. Yamashita flees after telling you he has your brother hostage. Grab the gun and shoot the

Passing gas: Take cover to avoid too much damage – the gas will soon knock you out.

Green light: Everything's about to go a bit hazy... until you wake up tied to a chair.

two sailors who come into the room. Follow Bromley to the left for a SAVE POINT. Now head back, grab the Sten Gun from the table and go up the stairs. We can't give you too much advice here except to say shoot all the sailors and planes in the hangar. If you get low on health head back to the save point for a Field Surgeon Pack.

Go through the door in the far left-hand corner of the hangar. Shoot the sailor at the bottom of the stairs and then shoot the one up the stairs. Go into a crouch and move forwards. Shoot the soldier at the foot of the stairs above and in front of you. Now move forwards and shoot those at the bottom of the stairs. There are loads of them so keep moving in and out from behind cover. If you get short on health there are Medical Kits in the crates in front of you. Once the Machine Gunners stop coming we suggest running back to the save point because you won't want to do this bit again.

➔CLEARING THE HANGAR

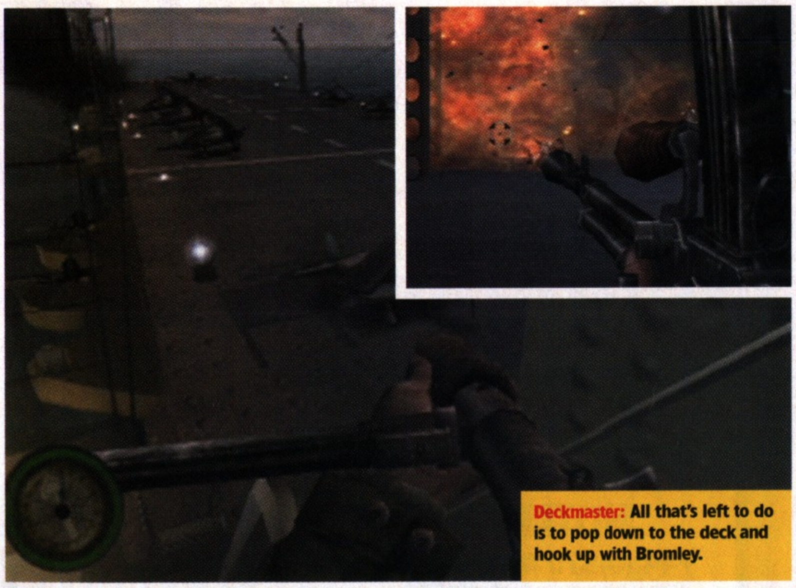
Now go down the stairs and carry on past the door on the left and take the second one. Again, you have to clear the hangar of all the planes and sailors. Once it's clear, go through the door on the right-hand side of the hangar and go up the stairs but be careful. Look left and gun down the officers as soon as you see them. Pull the red lever to open the hangar doors. Head back down into the hangar and break open crates for health if you are running low. Now head towards the open hangar doors and shoot all the sailors and planes that you see, but very much in that order!

As you approach the hangar you will see Yamashita escaping with your brother held hostage. Shoot the soldier in front of you and then the one to the left and the one to your right. Destroy the planes and then go up the stairs in the opposite corner. Go through the open doorway and shoot the sailor to the right. Go up the stairs and shoot the soldier to the left. Go around to the left of the gun emplacement and shoot the sailor. Now shoot the two sailors on the level below by taking cover behind the gun emplacement armour before heading down the stairs. Edge up the next set of stairs and shoot the three sailors. Smash open the crates here for medical supplies. As you approach the final crate two sailors will charge at you from an open doorway – kill them before they have a chance to fire at you. Head up the stairs and shoot the sailor walking towards you. Head to the left and shoot the machine gunner. Edge around the corner to the right and shoot the sailor waiting for you. Carry on forwards to the next section of corridor. Kill the two sailors in the room on the right and grab the supplies in there.

➔THE FINAL ASSAULT

Take the door at the end of the corridor and go up the stairs. Edge through the open doorway. To your right are two machine gunners. Bring one of them into view and gun him down before taking out the other one. Take the door on the left for a much needed SAVE POINT. Head out and shoot the sailor to the right. Take the fork to the left and carry on around the corner to the right and shoot the two sailors with their backs to you. Go up the stairs and shoot the sailor closest to you in the back before taking care of the other one.

The next bit is a bit of a firefight – simply head forwards and take out all the sailors on the bridge. Go through the doorway and go all the way round to the right. Go through the door and kill the officers on the upper deck. Go through the door and walk around to the back of the deck. Kill the two sailors and smash open the crates for Field Surgeon Packs. Go down the steps and turn around to meet Bromley. Run up to the plane and press ⊗ to get into the rear gunner's position. Bromley makes a real pig's ear of flying the plane. Simply shoot every Japanese plane that you see until the charges on the carrier explode. You don't seem to take any damage at this point. Congratulations your job is done... for now! ■



Deckmaster: All that's left to do is to pop down to the deck and hook up with Bromley.

SHOCK AND AWE!

THE... LAST... FEW... TIPS... PLUS SOME CHEATS YOU MUST USE NOW.

BARREL OF LAUGHS

The Japanese soldiers in *Rising Sun* really aren't the brightest of sparks. Rather than take cover behind rocks or trees they more often than not chose to stand near explosive barrels. Rather than trying to get a headshot you can simply shoot the barrels and watch as the explosion sends them flying.

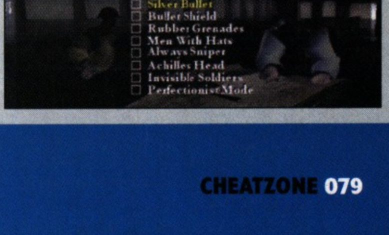
BONUS OBJECTIVES AND UNLOCKABLES

Rising Sun is crammed full of bonus objectives which, when completed, unlock all kind of secrets and bonuses. You will notice that we haven't included any of these in our walkthrough. Not because we haven't found them but because this is such a large and engrossing game there simply isn't space. Tune in next month and we will have a special feature revealing every single secret and unlocckable! To keep you going until then we've got some cheats...

CHEATS

Go to the Options Menu and select 'Passwords' and enter the follwing.

Achilles head mode	MANDARIN
Always sniper mode	PUFFER
Bullet shield mode	TANG
Perfectionist mode	HOGFISH
Rubber grenades mode	DAMSEL
All replay items	GARIBALDI
Big arm mode	SPINEFOOT
Hat mode	SEAHORSE
Silver bullet mode	TILEFISH
Unlimited ammo	GOBY
Unlock all missions	BUTTERFLY



BONUS

★★★ REPLAY ★★★

☐ All Replay Items
☐ Unlimited Ammo
☐ Silver Bullet
☐ Bullet Shield
☐ Rubber Grenades
☐ Men With Hats
☐ Always Sniper
☐ Achilles Head
☐ Invisible Soldiers
☐ Perfectionist Mode

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CHEATZONE

PRESENTS....

PLAY MORE

GET MORE OUT OF YOUR GAMES

10,000 CODES IN OUR A TO Z

100s OF ACTION REPLAY AND XPLODER CODES! p104

THIS MONTH...

P108 THE HELPING HAND
A dismembered hand answers your questions. No, really. Against all odds, it seems to speak pretty good English.

P114 GRAND THEFT AUTO CLINIC
The advice (city) keeps coming. Found yourself stuck on the world's greatest game? Find yourself, er, no more.

P116 CHALLENGE ZONE
THE FIRST RESULTS ARE IN! Shout it from the rooftops. Or, alternatively, see whether you've made the grade or not.

P118 HAVE YOU SEEN THIS IN...
... Medal Of Honor: Rising Sun. Unbelievably, even with his shellshocked look, Steve has managed to deal you in.

AN UNMISSABLE FIRST GUIDE TO

FINAL FANTASY X-2

IN ASSOCIATION WITH

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TURN TO PAGE 2 FOR MORE...

OVER 12,000 CODES FOR PS2

A TO Z

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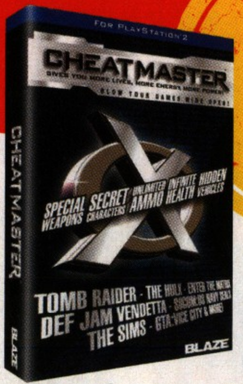
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BLAZE

Send your Top Five* into us at Cheatzone and the best one every month will receive a Region Free Disc from Blaze, allowing you to play US and Japanese DVDs on your UK PS2! Just use the form on p103.

* What are you top five platformers? Top five shoot-'em-up's? Top five science fiction films? Top five TV programmes? Top five cakes? Most amusing and inventive entry every month wins the Region Free Disc!

Welcome to the all-new A to Z. Contained within the next 20 pages are over 12,000 cheat codes for your favourite PS2 games. That's one big list. As our very own Steve knows all too well, having compiled it using only matchsticks, marbles and pure, simple love. Still, as we like tell him, you can't whack a good list – which is why, as you scour the following pages, you'll also notice a few extra lists. Lists featuring your favourite TV personalities. Or foods. Or episodes of *Will and Grace*. (*No, Tim. No we won't be doing that* – The Team.) Feel free to send us your own...

THE GAME YOU WANT NOT HERE?

Can't see cheats for the game you're currently beavering away at? Fear not! Just let us know which game you want cheats for, and we'll go out and find them. Nice. WRITE TO: A to Z Cheats, Cheatzone, 30 Monmouth Street, Bath, BA1 2BW. OR EMAIL: cheatzone@futurenet.co.uk

AHA MR BOND...

007 NIGHTFIRE

FOR YOUR EYES ONLY. AND OTHER PREDICTABLE LINES.

Now pay attention 007, here are the latest codes from 'Q' branch that'll unlock a wealth of secret extras for your pleasure...

DRIVE A SHELBY COBRA

Begin play on the 'Enemies Vanquished' level. Press START to pause, then hold L1 and press →, →, ←, ←, ↑, then release L1. You can now use the Shelby Cobra from the 'Paris Prelude' level in the race through the Alps.

BONUS RACE

Begin play on the 'Enemies Vanquished' level. Press START to pause, then hold L1 and press ○, ○, □, □, ✕, then release L1.

DRIVE AN SUV

While racing on the 'Enemies Vanquished' level, press START to pause, then hold L1 and press □, ○, △, □, △, then release L1.

BONUS RACE IN ALPS

While racing on the 'Enemies Vanquished' level, press START to pause, then hold L1 and press ○, ○, □, □, △, then release L1.

FRANTIC RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START, then hold L1 and press □, △, ○, □, △, ○, then release L1.

BERSERK RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, △, △, □, △, ○, then release L1.

TRAILS DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, ○, ○, □, then release L1.

DOUBLE ARMOUR DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause , then hold L1 and press □, △, ○, □, □, then release L1.

TRIPLE ARMOUR DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, △, ○, □, □, □, then release L1.

QUADRUPLE ARMOUR DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause, then hold L1 and press □, △, ○, □, □, □, □, then release L1.

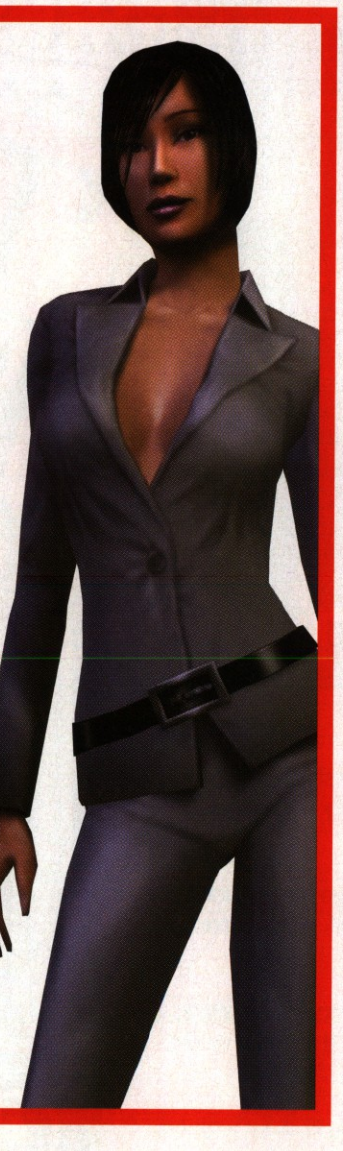
SUPER BULLETS DURING RACING

While racing on the 'Paris Prelude', 'Enemies Vanquished', 'Island Infiltration', or 'Deep Descent' levels, press START to pause , then hold L1 and press ○, ○, ○, ○, then release L1.

CHEAT MODE

For the following codes, select the 'Codenames' option at the Main Menu. Select your character, then enter one of the following codes at the 'Secret Unlocks' screen. Save your Codename after entering the code then exit and begin play.

Level select	PASSPORT
Alpine Escape level	POWDER
Chain Reaction level	MELTDOWN
Countdown level	BLASTOFF
Deep Descent level	AQUA
Double Cross level	BONSAI
Enemies Vanquished level	TRACTION
Equinox level	VACUUM
Island Infiltration level	PARADISE
Nightshift level	HIGHRISE
Phoenix Fire level	FLAME
All gadget upgrades	Q LAB
Bigger clip for sniper rifle	MAGAZINE
Rifle scope upgrade	SCOPE
Camera upgrade	SHUTTER
Decrypter upgrade	SESAME
P2K upgrade	P2000
Golden P2K	AU P2K
Golden PP7	AU PP7
Grapple upgrade	LIFTOFF
Laser upgrade	PHOTON
Stunner upgrade	ZAP
Tranquilizer dart upgrade	SLEEPY
Vanquish car missile upgrade	LAUNCH
All multi-player options	GAMEROOM
Multi-player mode Assassination option	TARGET
Multi-player Demolition option	TNT
Multi-player mode Explosive Scenery option	BOOM
Multi-player mode GoldenEye Strike option	ORBIT
Multi-player mode Protection option	GUARDIAN
Multi-player mode	TEAM
King Of The Hill option	TEAMWORK
Multi-player mode Uplink option	TRANSMIT
Multi-player mode all characters	PARTY



0–9

007: AGENT UNDER FIRE

You'll need to play the game on 00 Agent difficulty to be awarded medals. You can get either gold or platinum medals which offer different bonuses. They are shown here in level order. Top banana!

GOLD
Golden Gun
Golden CH-6
Unlimited missiles
Golden Accuracy
Golden Clip
Golden Grenades
Lotus Esprit
Rapid Fire
Golden Armour
Golden Bullets
Regenerative Armour
Unlimited Ammo

PLATINUM
MP Map: Rocket
MP Game Mode: Golden Golden
MP Model: Stealth Bond
MP Power-Up: Gravity Boots
MP Model: Guard
MP Weapon: Viper
MP Model:
Alpine Guard
MP Weapon: Calypso
MP Weapon:
Full Arsenal
MP Model:
Cyclops Oil Guard
MP Model:
Poseidon Guard
MP Model: Carrier

A IS FOR...

ACE COMBAT 4: DISTANT THUNDER

We can't help you get through the game straight away – you will need to get through and complete the whole game in Normal Mode before reading on. Make sure that you save your game safe and sound after enjoying the end credits. Now, load up your game and go to the Main Menu. You will see there is a new Game Mode called Expert Mode. Complete this and you will open the hardest setting of them all – Ace Mode.

ACTIVISION ANTHOLOGY

Unlock extras in the various games by completing the following criteria:

Atlantis
Score at least 30,000 points on game one to unlock Disco mode
Barnstorming
Get a time of less than 55 seconds on game three to unlock game patch
Barnstorming
Get a time of less than 34 seconds on game one to unlock game commercial
Beamrider
Score 2,500 points on game eight to unlock patch
Boxing
Score over 70 in a match to defeat the CPU to unlock game commercial
Chopper Command
Score at least 4,000 points to unlock game commercial
Chopper Command
Score at least 6,000 points to unlock Motion blur mode
Chopper Command
Score at least 8,000 points to unlock game patch
Crackpots
Score at least 17,500 points to unlock game patch
Crackpots
Score at least 25,000 points to unlock Bungee mode
Decathlon
Score at least 8,000 points in a single player game to unlock Bronze game patch
Decathlon
Score at least 9,000 points in a single player game to unlock Silver game patch
Decathlon
Score at least 9,400 points in a single player game to unlock Gold game patch
Dolphin
Score at least 10,000 points to unlock Warped mode
Dolphin
Score at least 15,000 points to unlock game patch
Dolphin
Score at least 25,000 points to unlock Secret Society game patch
Dragster

Reset the game 20 times by either winning or blowing an engine to unlock game patch
Enduro
Drive at least 250 miles to unlock game patch
Fishing
Win a game against the CPU to unlock Derby Distortion mode
Freeway
Score at least 30 points on game one to unlock game commercial
Freeway
Score at least ten points on game three or seven to unlock game patch
Frostbite
Score at least 4,000 points to unlock Vertical Hold mode
Frostbite
Score at least 12,000 points to unlock game patch
Grand Prix
Get a time under 45 seconds in game one to unlock game commercial
Grand Prix
Get a time under 2:30 in game four to unlock game patch
Ice Hockey
Score four points in under two minutes against the CPU to unlock game commercial
Ice Hockey
Win a game against the CPU to unlock game patch
Kabobber
Score at least 10,000 points to unlock game commercial
Kaboom
Score at least 150 points to unlock game commercial
Kaboom
Score at least 200 points to unlock game patch
H.E.R.O
Score at least 25,000 points to unlock Disco mode
H.E.R.O
Score at least 75,000 points to unlock game patch
Keystone Kapers
Score at least 10,000 points to unlock game patch
Laser Blast
Lose all lives to unlock game commercial
Laser Blast
Score at least 10,000 points to unlock game patch
Laser Blast
Score at least 100,000 points to unlock 1,000,000 game patch
Megamania
Score at least 5,000 points to unlock Starfield mode
Megamania
Score at least 15,000 points to unlock game commercial
Megamania
Score at least 45,000 points to unlock game patch
Moonsweeper
Score at least 1,000 points to unlock the Hyper-space mode
Oink!
Score at least 5,000 points in game one to unlock game patch
Pitfall
Score at least 12,000 points to unlock the game commercial
Pitfall
Score at least 20,000 points to unlock game patch
Pitfall 2
Score at least 45,000 points to unlock Cube mode
Pitfall 2
Score at least 99,000 points to unlock game patch
Plaque Attack
Score at least 7,500 points to unlock Whirl mode
Plaque Attack
Score at least 10,000 points to unlock game patch
Pressure Cooker
Score at least 15,000 points to unlock game patch
Private Eye
Start case three to unlock game patch
River Raid
Score at least 4,000 points to unlock Cloud Cover mode
River Raid
Score at least 8,000 points to unlock game commercial
River Raid
Score at least 12,000 points to unlock game patch
River Raid 2
Score at least 16,000 points to unlock Ricochet mode
Robot Tank
Destroy 37 enemy tanks to unlock Breathing mode
Robot Tank
Destroy 48 enemy tanks to unlock game patch
Seaquest
Score at least 35,000 points to unlock game patch
Skiing
Win game one with a time less than 35 seconds to unlock game commercial
Skiing
Win game three with a time less than 32 seconds to unlock patch
Skyjinks
Complete game one in 37 seconds to unlock game patch
Space Shuttle
Launch into space successfully to unlock game patch
Space Shuttle
Dock successfully to unlock Commander game patch
Spider Fighter
Game patch unlocked when the timer reaches 300 seconds
Spider Fighter
Tilt-o-vision mode unlocked when the timer reaches 180 seconds
Stampede
Score at least 1,500 points in game one to unlock Multi-screen mode
Stampede
Score at least 1,000 points in game three to unlock game commercial
Stampede
Score at least 1,500 points to unlock game patch
Starmaster
Game commercial unlocked when timer reaches 300 seconds on the Ensign level
Starmaster
Ensign patch unlocked when the timer reaches 120 seconds
Starmaster
Leader patch unlocked when the timer reaches 300 seconds
Starmaster
Wing Commander patch unlocked when the timer reaches 180 seconds
Starmaster
Supreme Starmaster patch unlocked when the timer reaches 220 seconds
Tennis
Win six games (one match) against the CPU to unlock game patch
Tennis
Win six games (one match) against the CPU to unlock game commercial

AGGRESSIVE INLINE

There are bags of codes for this belting roller-blading sim that will enable you to tame the tarmac and unlock untold secrets in seconds. To enter them, go to the Cheats screen in the Options menu and then type them in on the keyboard. The directions refer to the arrows on the bottom row.

INVULNERABILITY
K, H, U, F, U

ELEVATOR WALLRIDES
↑, ↓, ↑, ↓, ←, →, ←, →, A, B, A, B, S

HAVE ALL KEYS
B, A, K, A, B, A, K, A

PERFECT GRINDS
B, I, G, U, P, Y, A, S, E, L, F

PERFECT HANDPLANTS
J, U, S, T, I, N, B, A, I, L, E, Y

PERFECT MANUAL BALANCE
Q, U, E, Z, D, O, N, T, S, L, E, E, P

SUPER SPIN
←, ←, ←, ←, →, →, →, →, ←, →, ←, →, ↑

UNLOCK ALL CHARACTERS
↓, →, →, ↓, ←, ↓, ←, ↓, →, →, →

UNLOCK ALL LEVELS, PARK EDITOR THEMES
↑, ↑, ↓, ↓, ←, →, ←, →, B, A, B, A

UNLOCK LEVEL KEYS
←, ←, ←, ←, →, →, →, →, ←, →, ←, →, ↑

AIRBLADE

An extremely cool code that unlocks everything (yes, everything), plus all the extra characters and costumes that you can obtain by playing through and completing the game.

MASTER CODE
Select to play Story Mode then, on the level select screen, press ↑, ↓, ↑, ↓, L1, L2, R2, R1, SELECT + ⊗. If the cheat has worked, you'll hear a sound and all levels, characters and bonuses will instantly be unlocked. Let the fun commence!

GOD MODE
START, ⊡, ◎, △+⊗, ⊡, ◎, START

ALL LEVELS OPEN
START, ⊡, ◎, △ + ⊡, ⊡, ◎, START

NO CLIPS
START, ⊡, ◎, ⊡+◎, ⊡, ◎, START

ALIENS VERSUS PREDATOR: EXTINCTION

UNLOCK CHEATS
Pause during gameplay and press: **R1, R1, L1, R1, L1, L1, R1, L1, R1, R1, L1, R1, L1, L1, R1**. A Cheats menu can now be accessed by selecting Options at the pause screen. The following cheats are available:

Toggle Unit Spying
Gimme $10000
Player Invulnerable
Clear Fog Of War
Cheat Win
Show LZ's
Enable All Levels

REASONS LORD OF THE RINGS IS BETTER THAN STAR WARS

Eps I, II and III, naturally.

1. BINKS/GOLEM
When George Lucas squeezed out Jar Jar Binks it must have taken two weeks to get the stains out of the sofa. With his stupid voice and "but the kids like me" excuse for existing, Binks has all the appeal of a nuclear winter. Golem, on the other hand, is so brilliantly concieved you wouldn't want a *Rings* film without him. And he's a murderous little wretch too.

2. OBI WAN/ARAGORN
Can't argue with *Episodes IV*, *V* and *VI*. Then Ewan McGregor turned up dangerously brandishing what was apparently a script, and doing a joke voice that somehow made it into the final cut. Viggo Mortenson is a Yank but his English accent is still better.

3. ANAKIN/FRODO
"It's not fair!" says ponytailed ponce Anakin when he doesn't get his own way in *Attack Of The Clones*. Frodo keeps it real all the way to Mt Doom.

4. DOOKU/SARUMAN
Chris Lee gets it big-style from two foot ganger, Yoda, in *AOTC*. In *Rings* he gets trapped in a tower, but at least creates the Urukais on the way.

5. LUCAS/JACKSON
Lucas wrote: "Sand's all rough. Not like you, you're smooth." Nuff said.

SPEED KING

BURNOUT 2: POINT OF IMPACT

HOW TO GET HOLD OF THE HOTTEST CARS...

The cheats for this game, until we hear otherwise, are unlocked by completing various modes in the main game. When you eventually unlock a cheat, you'll be able to access it via a new 'Cheat Mode' option that will appear in the main Options Menu. Here are the delights that you can uncover by racing well and meeting the criteria...

INVULNERABILITY
Win all gold medals in Grand Prix Championship Mode.

RUNAWAY
Win all gold medals in Crash Mode.

FACE OFF
Win all the Face Offs in the first championship.

1997 ECLIPSE CAR
Complete the Custom Championship twice and get the top score in all races.

CUSTOM CHAMPIONSHIP
Get all gold medals in the first championship.

2001 FOCUS SVT CAR
Complete the Custom Championship twice and get the top score in all races.

CLASSIC 1970 CAR
Win Pursuit 2 by destroying the classic 1970 car with the police car.

DRIVERS ED CAR
Complete Driving 101 with all gold medals.

OVAL RACER CAR
Win Face-Off 2 against the Oval Racer.

POLICE CAR
Win Pursuit 1 by destroying the criminal's car before it gets away.

TWO-PLAYER PURSUIT
Successfully complete Pursuit 3.

AMPLITUDE

All codes are inputted whilst a song is playing.

BLURRY VISION
R3 (click right analogue stick in) four times, then L3 (the left analogue stick) four times, and then R3 one more time.

MONKEY GEMS
↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘

CHANGE THE NOTE POSITIONS
⊗, ⊗, ←, ←, ↘, ↘, →, →

TRANSPARENT PANELS
↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘
(takes effect in the next game you start)

TUNNEL/TEMPEST MODE
↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘, ↘
(input code once for Tunnel, twice for Tempest)

SECRET SONG
To unlock the 26th song in the game (Spaztic by Cosmonaut Zero), you must first beat all 25 songs on Insane difficulty.

ARCTIC THUNDER

Enter the following cheat codes at the Mode Select Menu but remember that they are not effective in Arcade and Points Modes.

No drones
⊡, ⊡, ◎, ◎, L1, R1
Catchup
◎, ⊡, ◎, ◎, ⊡, START
Snowball power-ups
⊡, ⊡, ⊡, L1, ◎, START
Grappling hook
◎, ◎, L2, ◎, ◎, L1, START
Rooster power-ups
R1, R2, L2, L1, ⊡, START
Snowbomb power-ups
◎, ◎, R1, R2, START
Boost power-ups
◎, R1, R1, ◎, R2, START
Random power-ups
R1, R2, ⊡, ◎, R1, R2

ARMORED CORE 3

DROP PARTS
Press and hold down L1, L2, R1, R2 and △ together to drop your right arm weapon, inside parts and back unit.
Press and hold down L1, L2, R1, R2 and L3 together to drop your extension parts.
Press and hold down L1, L2, R1, R2 and ◎ together to drop your left arm weapon.

GAIN ENEMY EMBLEMS
Press START and SELECT while viewing a defeated AC at the victory screen. An audio note will verify that you've acquired the relevant emblem.

FIRST PERSON VIEW
Insert a memory card with saved game files from Armored Core 2 or Armored Core 2: Another Age and use it to save your current progress in Armored Core 3. Resume your game and press START to pause. Now press L1, R2, ⊗, ⊡ and the D-Pad to reveal the first person view at the point of pausing. Normal viewpoint returns when the game is unpaused.

ARMY MEN: RTS

There are a whole host of cheats available to boost your plastic platoon's chances of survival. You can enter them at any time during play, just make sure you hold down the R2 button first.

Different Colours
⊡, △, ⊡, ⊡, ⊗, ◎
Drop Paratroopers
◎, ⊡, ◎, ⊡, △, △
Get 5000 Plastic
△, ◎, ⊡, ⊗, △, ⊡
More From Dumptrucks
⊡, ⊡, ⊡, △, ◎, ⊗
Get 2000 Plastic
△, ⊡, ◎, ⊗, △, ⊗
Super soldiers
⊡, ⊡, ⊗, △, ⊗, ⊡
Super enemies
△, △, ⊗, ⊡, △, △
2000 Electricity
△, ⊡, ◎, ⊗, △, ⊗
5000 Plastic
△, ◎, ⊡, ⊗, △, ⊡
Paratroopers
◎, ⊡, ◎, ⊡, △, △
Extra dump truck resources
⊡, ⊡, ⊡, △, ◎, ⊗
Green army is blue
⊡, △, ⊡, ⊡, ⊗, ◎
Tan army is green
△, △, ⊗, ⊡, △, △
Kill your soldiers
⊡, △, ←, ←, △, ⊡

ATV OFFROAD FURY 2

Ease the fury and enjoy the drive of your life (probably) with these filthy cheats. Select the 'Profile Editor' option at the Main Menu, then select 'Unlock Items'. Now simply go to 'Cheat Codes' and whack in these dirty delights...

Master code
IGIVEUP
All ATVs
SHOWROOM
All games
GAMEON
All tracks
TRLBLAZR
All equipment
THREADS
All championship events
GOLDCUPS
Disable wrecks
FLYPAPER
1000 profile points
GIMMEPTS
San Jacinto Isles
GABRIEL
Aggressive CPU ATVs
EATDIRT

ALL TRACKS
Select Pro Career mode and then enter WHATEXIT as a name. If the code has worked then the game will return to the main menu. Now enter a name of your choice and begin play with every track now unlocked.

EXPERT MODE
Select Pro Career mode and then enter ALLOUTAI as a name. If the code has worked then the game will return to the main menu. Now enter a name of your choice and begin play the CPU AI noticably enhanced.

ATV QUAD POWER RACING 2

Start a new profile and enter the following codes at the 'Name Your Rider' screen. An on-screen message confirms correct code entry.

All riders
BUBBA
All Vehicles
GENERALLEE
All tracks
ROADKILL
Maxxed Out Skill
FIDDLERSELBOW
Maxxed Out Stats
GINGHAM
All Championships
REDROOSTER
All Challenge
DOUBLEBARREL

B IS FOR...

BACKYARD WRESTLING:

DON'T TRY THIS AT HOME

UNLOCK ALL MOVIES AND FIGHTERS
At the main menu, hold L1 and press ⊗, ⊡, △, ◎, ⊗, ⊡, △, ◎.
UNLOCK DAMEON REDD
Complete Talk Show Mode as any wrestler, then win the Meatlocker Mash in Talk Show mode as JCW's Evil Dead.
UNLOCK EL DRUNKO
Complete talk show mode as any wrestler, then win Truckstop Turmoil in Talk Show Mode as Karnage.
UNLOCK MADROX
Complete Talk Show Mode as any wrestler, then win Club Beatdown in Talk Show Mode as Sabu.
UNLOCK MAD MAN PONDO
Complete Talk Show Mode as any wrestler.
UNLOCK MASKED HORN DOG
Complete Talk Show Mode as any wrestler, then win Backyard Bedlam in Talk Show Mode as Masked Mike.
UNLOCK SALLY
Complete Talk Show Mode as any wrestler, then win the Mansion in Talk Show Mode as Violent J.
UNLOCK TOM DUB
Complete Talk Show Mode as Mad Man Pondo.
UNLOCK TYLENE BUCK
Complete Talk Show Mode as any wrestler, then win the Mall in Talk Show Mode as Shaggy 2 Dope.

BALDUR'S GATE: DARK ALLIANCE

UNLOCK CHEAT MENU
At any during play, press R2+L1 + ← + △ then press t. If the cheat has worked, a cheat menu that features Invincibility and Level Warp options will be unlocked.

SUPER CHARACTER
During play, press R2 + L1 + ← + △ then press R3 (press the right analogue stick inwards.) Your character will jump to level 20 and have access to all feats. They'll also have level one feats on all class-dependant feats and 75,000 gold.

UNLOCKABLE EXTRAS
Beat the game on any difficulty level to unlock the Gauntlet level. Complete it to unlock the Extreme difficulty setting, then complete the game on that to unlock Drizzt as a playable character (if you're a masochist and want to do it the hard way, that is!)

BATTLE ENGINE AQUILA

To activate the following codes, you must start a new game and then enter the codes as case-sensitive names. You can enter multiple codes simply by stringing the codes together in one long name. For example: B4K42!EVAH!

Level select
!EVAH!
Invincibility
B4K42
All bonuses
105770Y2

BIG MUTHA TRUCKERS

MASTER CODE
Enter either CHEATING-MUTHATRUCKER or ATJCEHJMJ as a code in the Options screen and all cheats and the Evil Truck will be unlocked. If you choose to have the Automatic Sat Nav, it will always take you to where you will get the best price, but you will not be able to race against the other truckers.

TRUCKIN' CHEATS
Feel guilty about swindling Ma out of her business by using the Master Code? Then enter any of these as codes on the Options screen to unlock everything one by one.

Evil truck
VARLEY
Fast truck
GINGERBEER
$10 million
LOTSAMONEY
Level select
LAZYPLAYER
Unlimited time
PUBLICTRANSPORT
Disable damage
6WL
Automatic Sat Nav
USETHEFORCE
Diplomatic immunity
VICTORS
Small pedestrians
DAISHI

BLACK & BRUISED

Select the Cheat Codes option from the Setup Menu and enter any of the following codes:

INTERCONTINENTAL MODE
START, ⊗x3, ◎x3, ⊡x3, START

ALL BOXERS
START, ⊗, ◎, ⊡, ⊡, R1, R1, ⊡, ◎, ⊗, START

SCRAP YARD SCENE
START, ◎, R1, ◎, R1, ⊗, ⊗, START

INVULNERA-BILITY FOR BOXER 1
(ENTER CODE ON CONTROLLER 2 FOR BOXER 2)
START, ⊗, ⊗, ◎, ◎, R1, R1, ⊡, ⊡, START

DOUBLE SPEED
START, R1x10, START

CONSTANT POWER-UP FOR BOXER 1
(ENTER CODE ON CONTROLLER 2 FOR BOXER 2)
START, ⊗, ◎, ⊗, ◎, ⊗, ◎, ⊡x3, START

BLADE II

MAIN MENU CHEATS
The following codes must be entered on the Main Menu before starting a game. If the code has worked a message will appear in the top-left corner of the screen.

Level select
(Hold L1 and press)
↓, ↑, ←, ←, ◎, →, ↓, ⊡

All weapons
(Hold L1 and press)
⊡, ◎, ↓, ←, ◎, ◎, △

Daywalker difficulty
(Hold L1 and press)
←, ◎, ↑, ↓, ⊡, ◎, ⊗

IN-GAME CHEATS
The following codes must be entered during an actual game. Simply pause the action to input them.

Unlimited health (Hold L1 and press △, ⊡, △, ⊡, △, ◎, △, ◎

Unlimited rage (Hold L1 and press) ←, ↓, ←, ↓, →, ↑, →, ↑

Unlimited ammo (Hold L1 and press) ←, ◎, →, ⊡, ↑, △, ↓, ⊗

Escorted NPCs are invincible (Hold L1 and press) ⊡, ◎, △, ⊗, ⊡, ◎, △, ⊗

BLOODRAYNE

Enter the following codes at the Cheat Menu. A message appears to confirm correct code entry. Once entered, the cheat options must be activated in the Pause Menu.

Unlock God Mode
TRIASSASSINDONTDIE

Unlock Time Factor
NAKEDNASTYDISHWASHERDANCE

Unlock Restore Health
LAMEYANKEEDONTFEED

Unlock Fill Bloodlust
ANGRYXXXINSANEHOOKER

Unlock Secret Louisiana Level
BRIMSTONEINTHEBAYOU

Unlock Gratuitous Dismemberment
INSANEGIBSMODEGOOD

Unlock Juggy Mode
JUGGYDANCESQUAD

LEVEL SELECT
Enter ONTHELEVEL at the Cheat Menu. A message appears to confirm correct code entry. Return to the Main Menu and highlight 'New.' Hold SELECT and press START to bring up the Level Select Menu. The secret Louisiana level can be accessed by selecting 'LA_HILL.'

BLOODY ROAR 3

UNLOCK KOHRYU
Defeat Kohryu and complete Arcade Mode to unlock him as a playable character.

UNLOCK URANUS
Play through Arcade Mode and defeat Xion without using any continues up until that point. Then defeat Uranus and go onto complete the game to unlock her as a playable character.

GALLERY PICTURES
Successfully complete Arcade Mode with the various characters to add their pictures to the Gallery.

SUDDEN DEATH MODE
Survive nine fights in Survival Mode to unlock Sudden Death in Survival Mode. In this mode it's one-hit kills!

SUPER DIFFICULTY
Complete Acrade Mode without using any continues to unlock the Super Difficulty. In this mode, the CPU is set to the highest difficulty imaginable.

NO BLOCKING
Get the highest score in Arcade Mode to unlock the No Blocking Mode. In this mode, you and your opponent cannot guard against attacks.

LOW SPEED
Obtain a ranking with every character in Acrade Mode to unlock Low Speed Mode. In this mode, all moves and throws are executed at half the speed.

HIGH SPEED MODE
Win 100 battles in Survival Mode with a single character and then enter your name in the records to unlock High Speed mode. In this mode, all moves are executed at double speed.

ONE-HIT KNOCKDOWNS
Place first in Sudden Death Mode to unlock One-Hit Knockdowns. In this mode, both you and your opponent can knock each other down with one hit and inflict double the amount of damage in Survival and Versus Modes.

HYPER BEAST MODE
Win ten fights with a single character in Arcade Mode and record your name to unlock Hyper Beast Mode. In this mode, both you and your opponent are permenantly in beast form.

ONE FALL MODE
Win 20 rounds with a single character in Survival Mode to unlock One Fall Mode. In this mode, the first fighter to be knocked down is the loser so you'd better get in there first.

BMX XXX

It's not big, it's not clever, but if you want to reveal even more in this nork-tacular bike game, then enter any of the following codes in the Cheat Menu.

Level select
XXX RATED CHEAT
Stage select
MASS HYSTERIA
Play as Amish Boy
ELECTRICITYBAD
All bikes
65 SWEET RIDES
Hellkitty's bikes
HELLKITTY487
Itchi's bikes
ITCHI594
Joyride's bikes
JOYRIDE18
Karma's bikes
KARMA311
La'tey's bikes
LATEY411
Manuel's bikes
MANUEL415
Mika's bikes
MIKA362436
Nutter's bikes
NUTTER290
Rave's bikes
RAVE10
Skeeter's bikes
SKEETER666
Tripledub's bikes
TRIPLEDUB922
Twan's bikes
TWAN18
Launch Pad 69 level
SHOWMETHEMONKEY
Rampage Skatepark level
IOWARULES
The Dam level
THATDAMLEVEL
Las Vegas level
SHOWMETHEMONEY
Roots level
UNDERGROUND
Sheep Hills level
BAABAA
Syracuse level
BOYBANDSSUCK
Night Vision Mode
3RD SOG
Happy Bunny Mode
FLUFFYBUNNY
Ghost Control Mode
GHOSTCONTROL
Super Crash Mode
HEAVYPETTING
Green Skin Mode
MAKEMEANGRY
Visible Gap Mode
PARABOLIC
All FMV sequences
CHAMPAGNE ROOM
Bonus Movie 1 sequence
THISISBMXX
Bonus Movie 2 sequence
KEEPITDIRTY
Dam 1 FMV sequence
BOING
Final Movie FMV sequence
DDUULRRLDRSQUARE
Las Vegas 1 FMV sequence
HIGHBEAMS
Las Vegas 2 FMV sequence
TASSLE
Launch Pad 69 1 FMV sequence
iflungpoo
Launch Pad 69 2 FMV sequence
PEACH
Rampage Skatepark 2 FMV sequence
BURLESQUE
Sheep Hills 1 FMV sequence
ONEDOLLAR
Sheep Hills 2 FMV sequence
69
Syracuse 1 FMV sequence
FUZZYKITTY
Syracuse 2 FMV sequence
MICHAELHUNT
The Bronx, NYC 1 FMV sequence
LAPDANCE
The Bronx, NYC 2 FMV sequence
STRIPTEASE
UGP Roots Jam 2 FMV sequence
BOOTYCALL
Park editor
BULLETPOINT

BRITNEY'S DANCE BEAT

See even more of the gyrating pop princess (if that's the sort of thing that floats your boat)!

Unlock That Music Video
Well, it wouldn't be much of a Britney game without that saliva-inducing *Baby One More Time* video of her parading around high school in a temperature-souring uniform, would it? To unlock this desirable extra, simply acquire 9999 points in Audition Mode. Now sit back, relax and enjoy the view!

BURNOUT

EXTRA MODES
Completing championships has the effect of opening up new modes.

Journeyman GP
Face Off 1
Big Run GP
Face Off 2, Survival, Free Run
Savage Streets GP
Face Off 3
USA Marathon
Face Off 4

C IS FOR...

CAPCOM VS SNK 2

INFINITE GROOVE EDIT POINTS
Complete Survival Mode.

UNLOCK SHIN AKUMA AND ULTIMATE RUGAL
You have to beat these fighters in Arcade Mode. You'll need to fight well as you'll only meet them if you're on top form. Play SNK groove to get Shin Akuma and Capcom to get Ultimate Rugal.

SATANTASTIC!

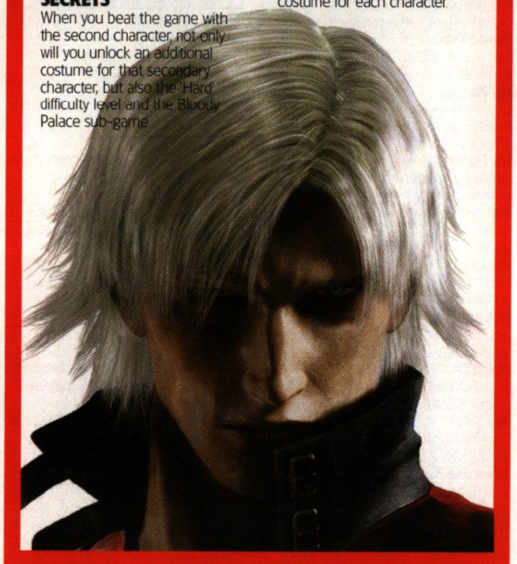
DEVIL MAY CRY 2

GET ALL THE GAME CAN GIVE IN ONE – OR TWO AT MOST – EASY STEPS. OR THREE.

FIRST COMPLETION SECRETS
When you beat the game for the first time, you'll unlock a mission select menu and an additional costume for the character you completed it with. These costumes are selectable at the loading screen by pressing L1 or R1.

SECOND COMPLETION SECRETS
When you beat the game with the second character, not only will you unlock an additional costume for that secondary character, but also the 'Hard' difficulty level and the Bloody Palace sub-game.

FURTHER COMPLETION SECRETS
When you beat the game on Hard Mode using both characters, you'll unlock another hidden costume for each character (including Trish from Devil May Cry for him!) and the 'Dante Must Die' and 'Lucia Must Die' rock-'ard difficulty levels. If you then beat the game with both characters on that difficulty level you'll unlock a third costume for each character.



IRAQI IRRITANT

CONFLICT: DESERT STORM

HARD GAME, THIS. SO WHY NOT JUST GO AHEAD AND CHEAT?

Apparently gone are the days of frantic joypad pressing into order to activate cheats according to SCi. To input cheats in this game you'll need to plug a USB keyboard into your PS2 and then press the following buttons to trigger the corresponding effect.

BUTTON	CHEAT
k	Toggle damage
L	Display debug info
Y	Reverse aiming
X	Freeze game
\	Display menu

To unlock a hidden Cheat Mode simply press ⊡, ⊡, ◎, ◎, L1, L1, R1, R1, L2, L2, R2, R2 at the Main Menu. There is no confirmation message but if you then start a game, pause and enter the Options screen, the 'Cheats' option will be unlocked that includes such great bonuses as 'Trooper Level,' 'Enemy AI' and 'Mission List.'

TAKE THE RAP

DEF JAM VENDETTA

UNLOCK EVERY CHARACTER IN THE GAME. SIMPLE AS THAT.

Enter a User ID at the 'User Setups' Menu and hold L1 + L2 + R1 + R2 at the character screen. Then stick da code in.

Unlock Arii	✕, □, △, ○, □
Unlock Briggs (alternate costume #1)	✕, △, ○, □, ○
Unlock Briggs (alternate costume #2)	✕, △, □, ✕, ○
Unlock Carla	✕, □, ✕, ✕, ✕
Unlock Chukklez	□, □, △, ✕, ○
Unlock Cruz	○, △, ✕, ✕, ○
Unlock D-Mob	□, △, ○, ✕, ○
Unlock D-Mob (alternate costume)	□, □, △, □, □
Unlock Dan G	✕, ○, ✕, ○, □
Unlock Deebo	○, ○, ✕, ✕, △
Unlock Deja	○, □, ○, ○, ✕
Unlock DMX	○, ✕, ○, △, □
Unlock Drake	△, □, ○, ✕, ✕
Unlock Drake (alternate costume)	✕, △, △, ○, ○
Unlock Funkmaster Flex	○, △, ○, ○, □
Unlock Headache	△, △, △, □, ○
Unlock House	△, ✕, △, ○, ✕
Unlock Iceberg	□, △, ○, □, ○
Unlock Ludacris	○, ○, ○, □, △
Unlock Manny (alternate costume)	○, □, ○, □, ○
Unlock Masa	✕, ○, △, □, □
Unlock Method Man	□, ○, ✕, △, ○
Unlock Moses	△, △, □, □, ✕
Unlock NORE	○, □, △, ✕, ○
Unlock Nyne	□, ○, ✕, ✕, △
Unlock Omar	○, ○, □, △, △
Unlock Opal	○, ○, □, □, △
Unlock Peewee	✕, ✕, □, △, □
Unlock Peewee (alternate costume)	✕, △, △, □, ○
Unlock Penny	✕, ✕, ✕, △, ○
Unlock Pockets	△, □, ○, □, ✕
Unlock Proof (alternate costume)	✕, □, △, □, ○
Unlock Razor	△, □, △, ○, ✕
Unlock Razor (alternate costume)	□, ○, ✕, △, △
Unlock Redman	○, ○, △, □, ✕
Unlock Ruffneck	✕, □, ✕, △, ○
Unlock Ruffneck (alternate costume)	□, ○, △, ✕, □
Unlock Scarface	○, □, ✕, △, □
Unlock Sketch	△, △, ○, □, ✕
Unlock Snowman	△, △, ✕, ✕, ○
Unlock Spider (alternate costume)	□, △, ✕, □, ○
Unlock Steel	✕, △, ○, ○, △
Unlock T'ai	○, ○, □, ✕, ○
Unlock Zaheer	△, △, □, ✕, ✕

BOSS BATTLE MODE

Unlock Ultimate Rugal and Shin Akuma, then keep ○ + □ whilst selecting Arcade Mode.

EXTRA OPTIONS

Conquer Boss Battle Mode

GROOVE EDIT MODE

Defeat either Rugal or Akuma in Arcade Mode.

CHAOS LEGION

Finish the game on any difficulty setting to unlock the following:

Liv Special PV (a short film about the making of the theme song)
Extra playable character – Arcia
Total Results menu

Finish the game on Normal to unlock Hard difficulty, and finish it on Hard to unlock Super Mode.

CLOCK TOWER 3

VIEW FMV SEQUENCES

Like any movie you want to watch it over and over again. You need to unlock the Cinema Theatre Mode. All you have to do is complete the game then go to the Main Menu and you'll see the Cinema Theatre option. Then press R1 and you can view the artwork.

ALTERNATE COSTUMES

Alyssa looks nice in her school uniform. But it's a bit boring, right? A bit more Tatu, maybe. So what you want is a wardrobe of alternative costumes. So, finish the game then load a saved game and you'll have a key in your inventory which can be used to open the wardrobe in Alyssa's room. Now you really can dress to impress.

CLEAR MODE

Clock Tower 3 is a tough game, no question about that. For the masochistic among you, it's not quite tough enough. So it's a good job, then, that once you've completed the game, you can access the Clear Mode, which is harder still and offers tougher, faster enemies and an Alyssa who panics at the merest drop of a hat. Nice.

CONFLICT: DESERT STORM 2

EXTREME MODE

Successfully complete the game under the hard difficulty setting to unlock the extreme difficulty setting.

CONTRA: SHATTERED SOLDIER

EXTRA LIVES

During the title screen, press ↑, ↑, ↓, ↓, L1, R1, L2, R2, L3, R3 on controller two. If the cheat has worked you will hear a sound and your first credit upon starting a new game will be worth 30 lives (the credits thereafter take you back to the default number of lives though).

EXTRAS

There are a whole host of extra missions and eggs to unlock in the game by performing well. Here's what you can unlock and how...

Level 5 (training)
Complete level five on the Normal difficulty setting.
Level 6
Complete level five with an 'A' rank.
Level 6 (training)
Complete level six during the normal game.
Level 7
Complete level six with an 'A' rank.
Level 7 (training)
Complete level seven during the normal game.
Final Boss battle (training)
Defeat the final Boss during the normal game mode.
Gallery option
Complete the game with an 'A' rank.
Database option
Complete the game with a 'B' or 'C' rank.
Theatre option
Complete the game under the Normal difficulty setting once.
Satellite Weapon
Complete level five with a 'B' or 'C' rank.
Return
Complete level seven up to the credits with an 'A' rank.
Triumphant Return
Complete level seven including after the credits with an 'A' rank.
Contra Vs Puppy
Complete the game with an 'S' rank.
In-game reset Hold L1 + L2 + R1 + R2 + START + SELECT during play to return to the Main Menu.

CRAZY TAXI

On the Character Select Screen, hold L1 + R1, then release L1 and then R1. Hold L1 + R1 again and then release both simultaneously before finally pressing ✕. If the code has worked you will hear the sound of a bicycle bell and whichever chartacter you choose, they will start the game riding a bike instead of driving a taxi. Crazy! It does say so on the disc..

EXPERT MODE

At the Main Menu, press and hold L1 + R1 + START. Continue to hold these buttons until the Character Select Screen appears, then press ✕ to select the game mode. Now, when you begin play, the words 'Expert Mode' will appear in the lower-left corner of the screen. In this mode, there are no destination or arrow indicators, making the game much harder.

ANOTHER DAY MODE

Press R1 on the Character Select Screen and then release it. Then hold R1 again and press ✕. Now when you begin play, the words 'Another Day' will appear in the lower-left corner of the screen. In this mode, the layout of the city has been altered. To unlock the Crazy Bike mode in Another Day, go to the character select screen and press R1 + L1, R1 + L1, R1 + L1, R1, R1 + ✕.

CRICKET 2002

We've got the cheat you've been waiting for – Super Batsmen! Select the Inside EA Sport option from the Main Menu, Now press R2, ○, L2, R1 and a message will appear to confirm correct input. Now, during play you can use L1 to tank the ball for a six as if you were only swatting a fly!

D IS FOR...

DANCING STAGE MEGAMIX

UNLOCK ALL BONUSES

Select Game Mode and then Single Play. Now hold ✕ to return to the Main Menu. The game is fooled into thinking that you've played three songs. Repeat this process until Records Menu, Training Mode, Edit Mode and the Max 300 hidden tune are all unlocked.

DARK CHRONICLE

EASY CASH

There are a number of loopholes to exploit if you want a lot of cash in a short period of time – here a few choice methods.

Get Max to equip the Lure Rod (invented by photographing Fish, River, and the Lafrescia Stem), and any lure, but make sure you have another one of the same lure in your inventory. Now equip the extra lure, and a noise should confirm you have two lures on the Rod at once, but still have that spare lure in your inventory. Spook. Keep doing this until you've got 998 lures on the Rod, then de-equip and sell them for huge amounts of wonga.

In Chapter Five, there's an enemy called Steam Tore. Lock onto him and circle around, avoiding him, but not attacking. He will spit out little trees which, when left alone, eventually explode and leave decent chunks of Gilda behind. Repeat ad nauseum, then kill Steam Tore, who will be significantly weaker after his tree-spewing antics.

After getting the fishing rod from Norm in the second chapter, discard the Mimi Bait he gives you, and talk to him again. He'll give you five more of them every time you run out, the generous soul. Use them to catch fish in the swamp nearby until you don't have room for any more fish, then sell them all at a healthy profit. With every 20 fish you catch (more or less), Erik's Improved Bombs ability is restored. If you got to him three times and full up your inventory with fish, you can rake in the cash and the FP. Keep going until you get bored, basically.

Invent the "Turkey" Spheda Club by taking pictures of the following: Special Peking Duck, Tree, and Windmill Feather. Next get your materials – a minimum of three Rolling Logs and three Scrap Metal, for a total cost of 90 Gilda, and a resell value of 230 Gilda.

DEAD OR ALIVE 2

UNLOCK BAYMAN

Successfully complete the game with all of the original characters to unlock Bayman as a playable character.

UNLOCK TENGU

Collect ten stars in Survival Mode or play as any combination of characters more than 200 times to unlock the mighty Tengu as a playable character.

EXTENDED CREDITS

Successfully complete the game with all of the original characters on the Very Hard difficulty setting to be treated to an extended credits sequence.

CG GALLERY

Take some time out and win the Team Mode with five different characters to unlock the Gallery option at the Main Menu.

DEAD TO RIGHTS

Press and hold L1 + R1 + L2 + R2 at the Main Menu and enter any of the following codes to help you get revenge for you father that little bit faster:

Lazy-Ass Mode (All Chapters, Mini-Games and Movies)
↓, ←, ↓, △, ↓
10,000 Bullets Mode (Unlimited Weapon Ammunition)
↑, ←, ↓, →, ○
Boomstick Mode (Unlimited Shotgun Ammo)
→, ○, ○, ○, □
Chow Yun Jack Mode (Always start with double guns)
△, ○, ↑, ↑, ↑
Time To Play (All disarms)
□, □, ○, ○, →
One Shot Kills
△, ○, ○, ○, ←
Sharpshooter Mode
(All Headshot Kills)
□,□, □, ↓, →
Bang Bang
○, △, □, ○, →
Wussy Mode (Less accurate enemies)
□, ←, △, ↑, ↓
Precursor (Targetting off)
↑, ↑, ↓, ↓, ↑
Hard Boiled Mode
(More accurate enemies)
△, □, ←, ←, ○
Super Cop Mode
(Harder difficulty)
□, △, ←, ↑, →
Woof!
(Shadow has unlimited stamina)
○, □, △, ○, ↓
Gimme Some Sugar, Baby
(Unlimited adrenaline)
←, →, ←, ○, □
Bulletproof Mode
(Unlimited armour)
↑, ↑, ↑, □, ↓
Up Close And Personal Mode
(Human shields have unlimited health)
□, △, ○, △, □
Your Skills Are Extra-Ordinary
(Melee attack damage increases)
○, ○, ↑, ↑, □
Fight Club
(Enemies are disarmed)
→, □, ←, ○, △
Jack Off
(Invisible Jack)
△, ←, ↑, ↑, △

DEUS EX

Press SELECT in-game and tap L2, R2, L1, R1. You now have access to Full Health, God Mode, Ammo, Energy, Mods and Skills. That's gotta be useful.

DEVIL MAY CRY

HARD MODE

Complete the game once.

LEGENDARY DARK NIGHT MODE

Complete Hard Mode.

DANTE MUST DIE MODE

Complete Legendary Dark Night Mode.

SUPER DANTE MODE

Complete Dante Must Die Mode. Be aware that in the game mode you can transform into a devil and use magic whenever you wish.

ALL-STAR GROUP PHOTO

Complete the game with a S rank in every level.

HOW TO GET ALL THE BLUE ORBS

SECRET MISSION 1: CRITICAL HIT

After defeating Phantom in Mission 3, return to the broken bridge and jump down. Shoot the Sin in the face with the shotgun to make her drop the scissors. Get as close as possible and shoot her in the face again. It must be a critical hit to complete the mission.

SECRET MISSION 2: PHANTOM BABY

At the beginning of Mission 4, go through the Cathedral doors. Use Holy Water to kill the 100 babies comfortably within the 30-second time limit.

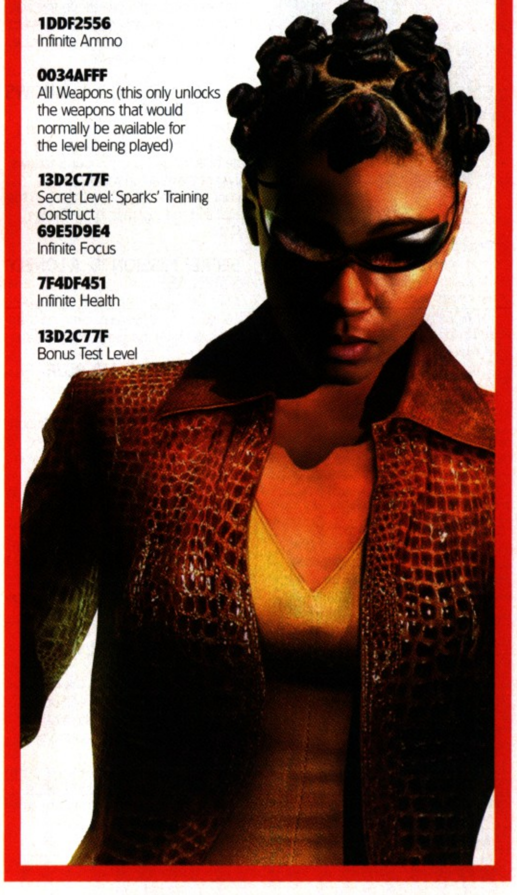
GHOST RECON

ENTER THE MATRIX

ALL YOU NEED TO 'HACK' SUCCESSFULLY. OR, AS WE LIKE TO CALL IT, 'CHEAT'.

Choose 'Hacking' from the Main Menu and follow the commands until 'Cheats' becomes available in the Hackers Menu. You can then enter any of the following codes for the desired effect:

1DDF2556	Infinite Ammo
0034AFFF	All Weapons (this only unlocks the weapons that would normally be available for the level being played)
13D2C77F	Secret Level: Sparks' Training Construct
69E5D9E4	Infinite Focus
7F4DF451	Infinite Health
13D2C77F	Bonus Test Level
FFFFFFF1	Invisibility (enemies can't see you)
D5C55D1E	Multiplayer Fighting
7867F443	Faster Logos Flight Speed



FIGHT CLUB

FREEDOM FIGHTERS

COMMIE-CRUSHING CHEATS TO EASE YOU THROUGH THE HEART OF THE BIG APPLE.

Enter the following codes at any time during the game. As well as the relevant weapon, a selection of other items will also appear in the inventory. 'Neat'.

SUBMACHINE GUN
△, ✕, □, ○, △, ↑

HEAVY MACHINE GUN
△, ✕, □, ○, △, ↓

SHOTGUN
△, ✕, □, ○, ○, ↑

SNIPER RIFLE
△, ✕, □, ○, △, →

ROCKET LAUNCHER
△, ✕, □, ○, △, ←

UNLIMITED AMMO
△, ✕, □, ○, ✕, →

MAXIMUM CHARISMA
△, ✕, □, ○, ✕, ↓

SECRET MISSION 3: PHANTOM BABY 2

After completing Secret Mission 2, go to the Time Statue room (the starting point of Mission 4). Use your feet to stomp 100 babies within the 30-second time limit.

SECRET MISSION 4: THREE BEASTS

After defeating Shadow in Mission 4, go to the arena beneath the room containing the aeroplane.
Defeat the Shadows by being quick on your feet and attacking whenever you can. The fact that the auto-aim often focuses on the wrong targets doesn't make this tough mission any easier.

TOP 5

BEST BITS IN BOND FILMS

***Everything Or Nothing* is a celebration of all that's great about 007. But it forgot to include these...**

1. ROGER MOORE'S TWITCHY EYEBROWS™

Despite being close to 60 when he filmed *A View To A Kill*, Rodge still found time to work the old 'brows. Four years earlier, he'd done it to stunning effect in *For Your Eyes Only* while driving a 2CV down the side of a mountain. Spirit of '66, that.

2. SHARKS

One of the best death scenes ever came in the otherwise rank *Licence To Kill* when Bond's best mate Felix got fed to the sharks by Robert *Showgirls* Davi. Robert *Cops And Robbersons* Davi then laughs evily.

3. SURFING

The enjoyably silly *Die Another Day* featured Brosnan, P surfing a wave on the front end of a gyrocopter. In all seriousness, apparently.

4. GRACE JONES

Surely one of the ugliest women to have ever been 'bedded' by Bond, her peformance as Mayday had all the charisma of a pot plant. Rodge responded in *A View To A Kill* with one of the greatest screen snogs in movie history, looking like he'd been forced to kiss cow udderage. Which, in fact, may have been preferable.

5. CHRIS WALKEN

"Ah... 007... it... is... **NOW**... time... for... ***YOU***... TO... die... is... it... NOT?"

SECRET MISSION 5: ONE-EYED DEMON

During Mission 7, go to the Pipe Room (where you found the Old Key during Mission 6). Jump on the pipes and keep jumping so the two Kyclops can't hit you, but instead hit each other. Continue to do this until one Kyclops has killed the other.

SECRET MISSION 6: A BUNCH OF GHOSTS

During Mission 11, go to the Garden Courtyard (near where Mission 10 ended). Jump, wall jump and jump on the heads of the Sin Scissors until you reach the piece of Blue Orb.

SECRET MISSION 7: WATER PRISON

After Mission 13, go to the Captain's Room on the Ghost Ship and check his skeleton. Use the Needle Gun to defeat the 8 Blades.

SECRET MISSION 8: TREASURE GUARDED BY THE DEATH GOD

During Mission 15, go to the Spike Room (the starting point of Mission 14) and check the picture on the wall. If you've got it, use Nightmare Beta to defeat the three Shadows. Otherwise, use any means necessary.

SECRET MISSION 9: SHADOWS IN THE DARK

After defeating Nightmare in Mission 16, go to the room containing the aeroplane. Find and kill four Shadows. Two of them are in the room containing the aeroplane, one is in the Hall and the fourth is in the Bridge Room.

SECRET MISSION 10: A LONELY STAIRCASE

After defeating Nightmare in Mission 16, go to the Coliseum. Jump up the stairs to reach the piece of Blue Orb.

SECRET MISSION 11: BLUE STONE IN THE SKY

It's a good idea to save before attempting this difficult Secret Mission. During Mission 17, go to the broken bridge. To activate the Secret Mission Jump from the end of the bridge, back to the door end without falling in the water.

To do this, jump on the first platform, Air Raid to the last platform and finally jump to safety. Avoid the Death Scythes' attacks and use the jump-pools to reach the piece of Blue Orb.

SECRET MISSION 12: HIDDEN BRACELET

During Mission 21, check the wall opposite the Time Staue and enter the hidden room. Cross the long stretch of road and pick up the piece of Blue Orb.

Follow the path to a large room containing a fireless dragon. Defeat the dragon by hitting it on the head with one of your swords. Once defeated, take care of the Frosts before jumping to the Time Bracelet.

GET MORE ORBS

To get more Orbs in *Devil May Cry*, (and let's face it, you'd be a fool not to) kill all the monsters in a mission, save the game and then reset by pressing SELECT. Now go back, start the mission again and re-kill all the monsters. Keep doing this until you've got loads of Orbs. It does take a while (and to be honest, it gets a bit tedious), so do it on a mission where there are lots of monsters. It's a pain but the results are worth it.

DIE HARD: VENDETTA

Enter the following codes at the Main Menu. A message will appear at the top of the screen to confirm correct code entry.

Invulnerability
L1, R1, L1, R1, L1, R1, L1, R1
Big Heads
R1, R1, L1, R1
Pin Heads
L1, L1, R1, L1

DINO STALKER

COMPLETION BONUSES

Successfully complete the game under the easy difficulty setting to unlock the Special Menu and Movie Mode. Also, when you're watching the credits roll at the end, why not pull out your gun and start shooting them – because you can!

DISNEY'S EXTREME SKATE ADVENTURE

Select Cheat Codes from the Options Menu and enter any of the following as case-sensitive codes. A scream confirms, correct code entry.

Code	Unlocks
friendsofbob	All skaters
extremepassport	All levels
sweetthreads	All 'Create Skater' items
supercharger	Infinite Special Meter
savannah	Lion King movie clip
marin	Toy Story 2 movie clip
nugget	Tarzan movie clip

DR MUTO

Ease those platform game-related ailments with these code-based pain killers. Simply enter any of the following as codes and enjoy the after effects on the crazy Dr!

Invincibility
NECROSCI
Never take damage
CHEATERBOY
All gadgets
TINKERTOY
Secret morphs
LOGGLOGG
All morphs
EUREKA
Go anywhere
BEAMMEUP
View FMV sequences
HOTTICKET
Super ending
BUZZOFF

DROPSHIP

Select the Classified Files option from the Main Menu and then enter any of the following classic Psygnosis/Studio Liverpool game titles and related terms as unlock codes to access the desired cheat effect.

Invincibility
TEAMBUDDIES
Unlimited ammo
BLASTRADIUS
Level select
KINGSLEY
Bonus level 1
KREUZLER
Bonus level 2
SHEARER
Bonus level 3
UBERDOOPER

DRAKAN: THE ANCIENTS' GATES

Become a force to be reckoned with with these dragon-busting cheat codes.

GET RICH QUICK

To gain an instant $10,000 press and hold the following buttons in the order in which we tell you: L1, R2, L2, R1 then, with those buttons still held, press ○, □, →, ←, ✕, △, ↓, ↑. You will be awarded the vast cash sum each time this code is entered so get pressing!

INCREASE SPELL LEVEL

To increase your spell level by one, press and hold these buttons: L1, R2, L2, R1 then, with those buttons still held, press this combination ↑, ↓, ←, →, →, ←, ↓, ↑

INVINCIBILITY

To become invincible, simply press and hold: L1, R2, L2, R1 then, with those buttons still held, press ✕, ↓, △, ↑, ○, →, □, ←. If the code has worked then the message 'The gods favour you' will be displayed on the screen.

REPLENISH HEALTH

To replenish your health to full, simply press and hold the following buttons in the order in which we tell you: L1, R2, L2, R1 then press △, ↓, ○, ←, □, →, ✕, ↑

E IS FOR...

EPHEMERAL FANTASIA

MINI DRINKING GAME

Any time after acquiring Claire as a party member, go to the bar where you first met her. Talk to the woman behind the counter and you will be given the option to partake in a drinking contest with Claire for $100. If you win, the woman will give you a piece of map and you can play the game over and over to gain up to six pieces of map and some Phoenix Potions. The object of the contest is to have your drinking bar lower than Claire's and therefore out drink her.

MINI GUITAR GAME

Go to the screen where you select your song and you can press various controller buttons to get little icons to appear which do different things to the song. Here are some examples...

'HIDE' ICON

Press Red, Blue, Green, Blue, Red, Green to make the bars disappear when they get to the top, thus making it harder to hit them correctly.

'FF' ICON

Press Red, Green, Blue, Pick, Pick for fast forward mode, thus making the bars scroll faster.

'SFF' ICON

Press Red, Green, Blue, Pick, Pick, Red, Green, Blue, Pick, Pick to make the bars scroll even faster.

THE GUV

THE GETAWAY

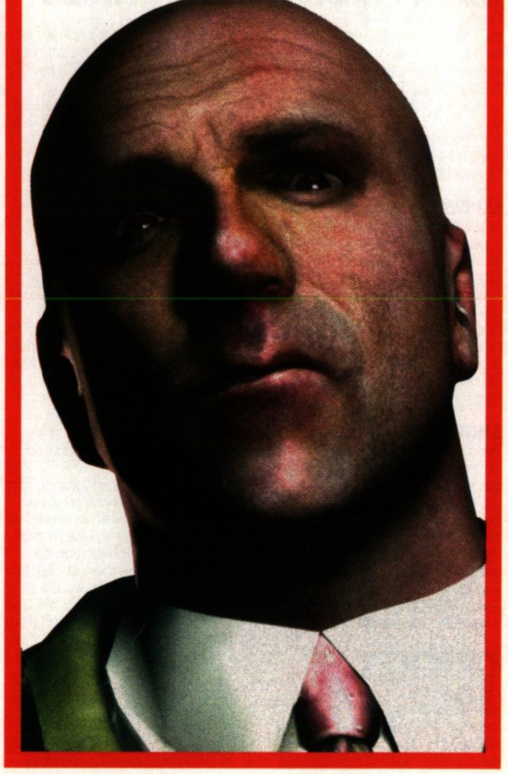
STRUGGLING TO TAKE LONDON DOWN? STRUGGLE NO MORE, GUV'NOR...

DOUBLE HEALTH

Press ↑, ↑, ←, ←, →, →, ○, ○, ↓ during the FMV sequence that plays just before the Main Menu appears. The sound of a woman groaning will confirm correct code entry.

ARMOURED CAR WEAPON

Press ↑, ↓, ←, →, □, △, ○ during the FMV sequence that plays just before the Main Menu appears. Be aware that this weapon can only be used during missions. Repeat the code to disable its effect.



'RANDOM' ICON

Press Blue, Green, Green, Red, Green, Pick to make some of the notes randomised.

'SUD' ICON

Press Green, Red, Blue, Green, Blue, Red, Pick to make the notes appear closer to the play line.

'LITTLE' ICON

Press Red, Red, Red, Green, Green, Blue, Blue, Blue, Pick to allow only two chords to be played.

'E' ICON

Press Red, Blue, Pick, Green, Red, Blue, Pick, Green to make the songs very hard.

CLEAR ALL ICONS

Press Pick x10 to clear all of the existing icons.

ESCAPE FROM MONKEY ISLAND

MONKEY INVADERS MINI-GAME

To unlock this little gem you'll have to complete all of the Monkey Combat moves for each of the Monkey Stances.

MURRAYBALL MINI-GAME

Before looking for the No-Nosed Man, go to the Prostheses Shop and get the file for Ryan J Danzwithwolves by entering the code Monkey-Pumpkin-Bunny into the filing system. Now look at the file, then pause the game and select the Bonus Stuff option to access the game.

ESPN NBA 2NIGHT

Rattle the rim in spectacular fashion with these slam-dunkin' delights...

The following cheat codes must be entered in the Cheats Menu in Options.

Big Hand Mode
BIGHAND
Big Head Mode
BIGHEAD
Improve Player Stats
ABILITYBONUS
Improve Shooting
EXCELLENT
Improved Dunks
DUNKERS
Invisible Players
INVISIBLE
Pancake Players
PANCAKE
Turn Out the Lights
DARKNESS
Yeti Mode
BIGFOOT
Big feet
BIGFOOT
No lights
DARKNESS
East dunks
DUNKERS
Small players
MINIMINI

ESPN X-GAMES SKATEBOARDING

ANOTHER MODE

Obtain all 36 licenses in Arcade Mode, then press ○ at the stage selection screen to access an alternative Arcade Mode.

BIG HEAD MODE

Obtain 30 licenses in Arcade Mode with any character, then press □ + ✕ at the character select screen to start the game with a massive head!

LIBERTY CALLS

GRAND THEFT AUTO 3

BOOYAH! STREET CHEATS TO GET YOU FORWARDS. FAST.

To activate these cheats, enter them during the game. Any time you fancy too.

Get The Tank
○x6, R1, L2, L1, △, ○, △

Get The Dodo Car
→, R2, ○, R1, L2, ↓, L1, R1

Lower Wanted Level
R2, R2, L1, R2, ↑, ↓, ↑, ↓, ↑, ↓

Higher Wanted Level
R2, R2, L1, R2, ←, →, ←, →, ←

All Weapons
R2, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑

Full Health
R2, R2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑

Full Armour
R2, R2, L1, L2, ←, ↓, →, ↑, ←, ↓, →, ↑

More Money
R2, R2, L1, L1, ←, ↓, →, ↑, ←, ↓, →, ↑

Destroy All Cars
L2, R2, L1, R1, L2, R2, △, □, ○, △, L2,←

Better Driving Skills
R1, L1, R2, L1, ←, R1, R1, △

Increased Gore
□, L1, ○, D, L1, R1, △, →, L1, ×

Fog
L1, L2, R1, R2, R2, R1, L2, ×

Overcast Skies
L1, L2, R1, R2, R2, R2, R1, L2, □

Rain
L1, L2, R1, R2, R2, R1, L2, ○

Normal Weather
L1, L2, R1, R2, R2, R1, L2, △

Speed Up Time
○x3, □x5, L1, △, ○, △

Different Costume
→, ↓, ←, ↑, L1, L2, ↑, ←, ↓, →

Pedestrian Riot
↓, ↑, ←, ↑, ×, R1, R2, L2, L1

Pedestrians Attack
↓, ↑, ←, ↑, ×, R1, R2, L1, L2

Pedestrians Crazy
R2, R1, △, ×, L2, L1, ↑, ↓

HIDDEN BOARD LOCATIONS

Here are some locations of those hidden boards that you've been searching for...

BOB BURNQUIST'S BOARD IN LA

Head towards the mansion and the hidden board is on top of the car.

BOB BURNQUIST'S BOARD IN NEW YORK

Go to the roof with the billboards, Grind from billboard to billboard then Grind the wires down towards the building. Then Grind on the next set of wires and jump down to get the board.

CARLOS DE ANDRADE'S BOARD IN RUINS

Head towards the platform where a big quarterpipe with an arch on is situated to the left. Lip-Grind the quarterpipe over the arch then stop at the wall, drop down and grab the board.

CHRIS SENN'S BOARD IN NEW YORK

Head up the hallway leading to the billboards and onto the next level. Then turn around and look down the hallway and you'll see the hidden board in the air. Wall-ride to grab it.

CHRIS SENN'S BOARD IN SAN FRANCISCO

From the start, go down the hill and take the first turning on the left. Proceed all the way down to the corner where you'll see the fifth checkpoint. Don't Grind to get the bonus points, instead go under the rail you Grind on and you'll find a house. The hidden board can be found to the left of the house. You'll be the envy of your friends with funky new deck designs to show off whilst catching big air.

COLIN MCKAY'S BOARD IN RUINS

Go to the area with a bunch of zombies situated on a high platform and jump off this platform towards the waterfall to get the board.

RICK'S BOARD IN MUSEUM

In the third room, go up the slope and Grind the dinosaur to obtain the hidden board.

RICK'S BOARD IN BOAT

Head towards the first floor to the rear of the boat on the grind rail to grab the hidden board.

EXTRA BOARDS

If you have unlocked Another Mode then you can obtain extra boards by playing a level until you get all of the licenses. For every level you do this on, you will unlock an extra board.

EVE OF EXTINCTION

BONUS WEAPON

Complete the game under any difficulty setting and then save after the credits have rolled. Now simply reload the saved game to start with a new meaty double dagger weapon to inflict extra damage.

SURVIVAL MODE

Play through level one and go through the subway where you need to get both Legacy Drives for the Lightning Rod. When you get out on the other side, go into the alley that has the fence with a junkyard on the other side and walk up to the fence. Press △ when equipped with the Lightning Rod and quickly grab on to the top of the fence. Jump over to the other side, then go to the wall that has the ladder on it. Climb up the ladder and get up to the top of the building. Once there, you will find a piece of paper hovering above the ground. Walk into that paper and a message stating that Survival Mode has been unlocked will appear. Save the game, then enter the bonus option at the Main Menu to play the new game option.

THREE-MINUTE BATTLE MODE

Play the China-town level after getting the Katar. Climb up the Chinese house that has the huge flame on the porch and once up there, kill the thug and go to the opposite side of the part you climbed up to. Go to the back of the house, but stay on the balcony. Jump to the building on the far side (all the way down, as far as you can see) and look around for another piece of paper. Walk into it and you will unlock the Three-Minute Battle Mode option.

EXTERMINATION

UNLOCK EXPERT MODE

Successfully complete the game after finding all 15 dog tags and save. Start another game with the yellow 'Rear Of Compound' save file (00:00:00 time). The game will begin with extra ammo (500 bullets, 50 shotgun shells, 30 grenade rounds, 1000 flame units and 25 Ultimate Launcher missiles) plus extra health items (20 Recovery Unit A, five Recovery Unit B, five MTS Vaccine, five Booster Shot A and three Booster Shot B). Be warned that enemies are harder to kill in this mode.

UNLOCK SECRET MODE

Successfully complete the game after finding all 15 dog tags and Roger's Knife. When the credits have rolled, save your game and you'll notice that the save file is yellow with a star next to it. When you load up this file, you'll start a new game with 300 bullets, 50 shotgun shells, 99 grenade shells, 1000 flame units and 25 missiles plus an AT-6 Grenade Launcher. You also get 25 Recovery Unit A, five Recovery Unit B, five MTS Vaccine, five Booster Shot A and three Booster Shot B. Be warned that enemies are much, much harder to kill in this mode!

DOG TAG LOCATIONS

There are 15 tags to find, here are the locations in the order in which you find them...

#5: Corporal Ross Dixon. When the dust clears from the train wreck, go through the hole the train made and on the platform to the right, between two metal boxes, is the tag.

#4: Corporal Arthur McDonnel. In the Command Centre (where you input the code 51204791 on the computer) reach the side where the computer is located. If in the box, the tag is to the left of the computer outside. Go to the outside corner of the box, where you can look out over the electric stream, the tag is next to the box – you should see it shining in the light.

#1: Private First Class Hans Grant. After defeating the Freight Elevator boss, the tag is on the treadmill.

#12: Lieutenant Mat Shuggart. After grabbing the parka, go up the ladder next to where you came out. Up there you should see the tag before the bridge.

#11: Second Lieutenant Chris Ditter. After entering the Filtration Plant through the tool shed, make your way to the left, there should be a slope with a little ledge. Climb across that ledge and get to the other platform. Now climb onto the slightly higher platform and under it will be the tag.

#9: Officer Cadet Ed Collate. After getting the dog tag receiver unit, duck under the platform next to the staircase, slice the trip wire and then collect the tag, amongst numerous other goodies.

#6: Sergeant Robert Cameron. Near the wrecked train where you encounter the watchdogs, use the tag receiver unit to obtain the tag.

#7: Sergeant David Murran. Once you come through the door of the train room, you should see a booth straight ahead. Slice the wooden crates to the left of it and you should find the tag to the right of the steel crates.

#13: Captain Kurt Gianini. Up the stairs in the train room, there should be a vent where you can look down at the booth area. Once in, take the first right and head to the end. Turn right and you should find the tag right in front of you.

#3: Private First Class Tom Taylor. In the room with the metal tag, which is in the same area as the last two, you should actually find it by the metal tag.

#10: Officer Cadet Lance McLaughlin. After confronting Cindy, you'll find this tag in the corner.

#2: Corporal Filel Sidalis. After Filel dies, go to the side of his corpse and you should be able to grab the tags off his, still warm, body.

#14: Sergeant Roger Grigman. After defeating Roger, the tag should be just before the bridge. Also, be sure to grab his knife as you go!

#15: Major Mike Madigan. After defaeating Roger, go to where the wounded Madigan is located. When the FMV has rolled, his tags will be next to the elevator.

#8: First Sergeant Ken Reschner. In the area with the ice camo car the tag is in the corner.

EXTREME-G 3

UNLIMITED SHIELDS

Pause the game at any time and press L1 + R1, L2 + R2, L1 + L2, R1 + R2. If the code has worked then a message will appear to confirm. Repeat the code to disable its effects.

UNLIMITED TURBO

At the Main Menu, press L1 + R1, L2 + R2, L1 + R1, L2 + R2. If the code has worked then a message will appear to confirm.

UNLIMITED SHIELDS AND TURBOS

At the Main Menu, press L1 + R1, L2 + R2, L1 + L2, R1 + R2. If the code has worked then a message will appear to confirm. This code only lasts for one race and must therefore be repeated before the next.

UNLIMITED AMMO

At the team selection screen, press L2, R2, L1, R1, L2 + R2, L1 + R1. If the code has worked then a message will confirm and you will have infinite ammo in One or Two Player Modes.

ALL TRACKS

At the main menu, press L1, L1, L2, L2, R2, R2, R1, R1, L1 + R1 + L2 + R2. If the code has worked then a message will confirm and every track will be available to race on.

ALWAYS WIN XG CAREER MODE RACES

At the Main Menu, press R2 + L2 + R1 + L1, R2 + L2, R1 + R2, R2 + R1 + L2 + L1. If the code has worked then a message will confirm. You will now automatically win a race even if you lose, quit or die, although it must be typed in again before each race.

DOUBLE PRIZE MONEY

At the main menu, press L1 + L2, R2 + R1, R1 + R2, L2 + L1.

START WITH EXTRA MONEY

Begin a new career, select a driver and press L1, L1, L1, L1, L1, L2, L2, L2, L2, L2, R1, R1, R1, R1, R1, R2, R2, R2, R2, R2, L1 + R1 + L2 + R2. Your career will now get off to an improved financial start.

EXTREME LAP CHALLENGE

At the Main Menu, press L1, L2, L1, R1, L1, R2, L1 + R1, L2 + R2. If the code has worked then a message will confirm.

STARCOM TEAM

At the main menu, press L1, L2, R2, R1, R1, R2, L2, L1. If the code has worked then a message will confirm. But you knew that already.

GET A QUICK START

To get a jump start when you begin a race, hold ↑ during the countdown without pressing accelerate. Then as soon as 'Go' appears, hit the gas and you'll leave 'em standing!

EYETOY PLAY

EXTRA TRACKS

Get a high score on Boogie Down to unlock extra tracks.

EASY WISHI-WASHI

Rather than cleaning the windows using your hands, simply move from side-to-side in front of the camera to get the job done in super quick time, scoring muchos points in the process.

F IS FOR...

FIFA 2003

A couple of unlockables for all you accomplished goal poachers out there...

SEOUL STADIUM

Win the International Cup.

STADE DE FRANCE STADIUM

Win the Club Championship.

FIFA 2004

GETTING GOOD PLAYERS... ALWAYS

Go to the options menu then to 'Player Swaps'. Swap all the good players desired onto the team you want to play as, then save that as a squad. Call it whatever you fancy. Then go to 'New Season' and select 'Current Squads' and play your team. This is useful for a third division team. This team now has all the good players.

SHOULDER DROP

When dribbling with the ball in the direction of an opponent double tap the right Analog stick in the direction in which you want to go and your player will drop his shoulder and knock the ball past his opponent.

THE DRAG AND GO

When a defender has you cornered hold i when standing still and then pull back on the right Analog stick. Your player will put his foot on the ball and roll it back, drawing in the defender. Now quickly push 8 or 2 and you'll knock the ball him.

MARSEILLE ROULETTE

When dribbling with the ball hold i and then rotate the right Analog stick. Your player steps over the ball, protecting it with his body, and rolls it back into his path.

FINDING NEMO

Enter the following codes at the New Game/Load Game/Play Trailer screen and press pause at the level select screen to access the cheat options. The word 'Cheat' appears to confirm correct code entry.

OPEN LEVELS

△, △, △, □, □, ○, □, △, ○, □, △, □, △, □, △, ○, △, △

INVINCIBILITY

△, □, □, ○, ○, ○, △, △, □, □, □, ○, ○, ○, ○, □, △, ○, ○, ○, □, ○, △, ○, ○, □, ○, ○, △, ○, □, ○, ○, ○, △

CREDITS

△, □, ○, △, △, □, ○, △, □, ○, △, □, □, ○, △, □, ○, △, □, ○, ○, △, □, ○

REWARD (VIEW ALL MOVIE CLIPS)

△, □, ○, ○, □, △, △, □, ○, ○, □, △, △, ○, □, △, □, ○, ○, □, △

FREEKSTYLE

To enter any of the following codes, choose Options from the Main Menu and then select Enter Codes. However, to unlock the bikes and characters in Circuit Mode you'll still need to meet the criteria on the character/bike selection screens. Still, you get to see what your missing...

MASTER CODES

Unlock All Characters:
POPULATE
Unlock All Tracks:
TRAKMEET
Unlock All Bikes:
WHEELS
Unlock All Outfits:
YARDSALE
Unlock Everything:
LOKSMITH

TRACK CODES

Unlock Burn It Up:
CARVEROK
Unlock Gnome Sweet Gnome:
CLIPPERS
Unlock Let It Ride:
BLACKJAK
Unlock Rocket Garden:
TODAMOON
Unlock Crash Pad:
WIDEOPEN
Unlock The Burbs:
TUCKELLE

COOL CODES

Acid Racing:
WTCHKPRS
Always Freekout Time:
ALLFREEK
No Bikes:
FLYSOLO

MIKE METZGER CODES

Unlock Ecko MX Outfit:
HELLOOOO
Unlock All Tatted Up Outfit:
BODYART
Unlock Bloodshot Bike:
EYEDROPS
Unlock Rock Of Ages Bike:
BRRRRRAP
Unlock Rhino Rage Bike:
SEVENTWO

BRIAN DEEGAN CODES

Unlock Muscle Bound Outfit:
RIPPED
Unlock Commander Outfit:

DRIVER TOO

GRAN TURISMO 3: A-SPEC

THE SECRETS YOU DESERVE WITH A MINIMUM AMOUNT OF FUSS. GREAT, EH?

PROFESSIONAL MODE

Select Arcade mode and then highlight the 'Hard' difficulty setting. Now press and hold R1 + L1 and the word will change to 'Professional'. A much more challenging race is assured to push you to the limit.

SELECT AWARDS

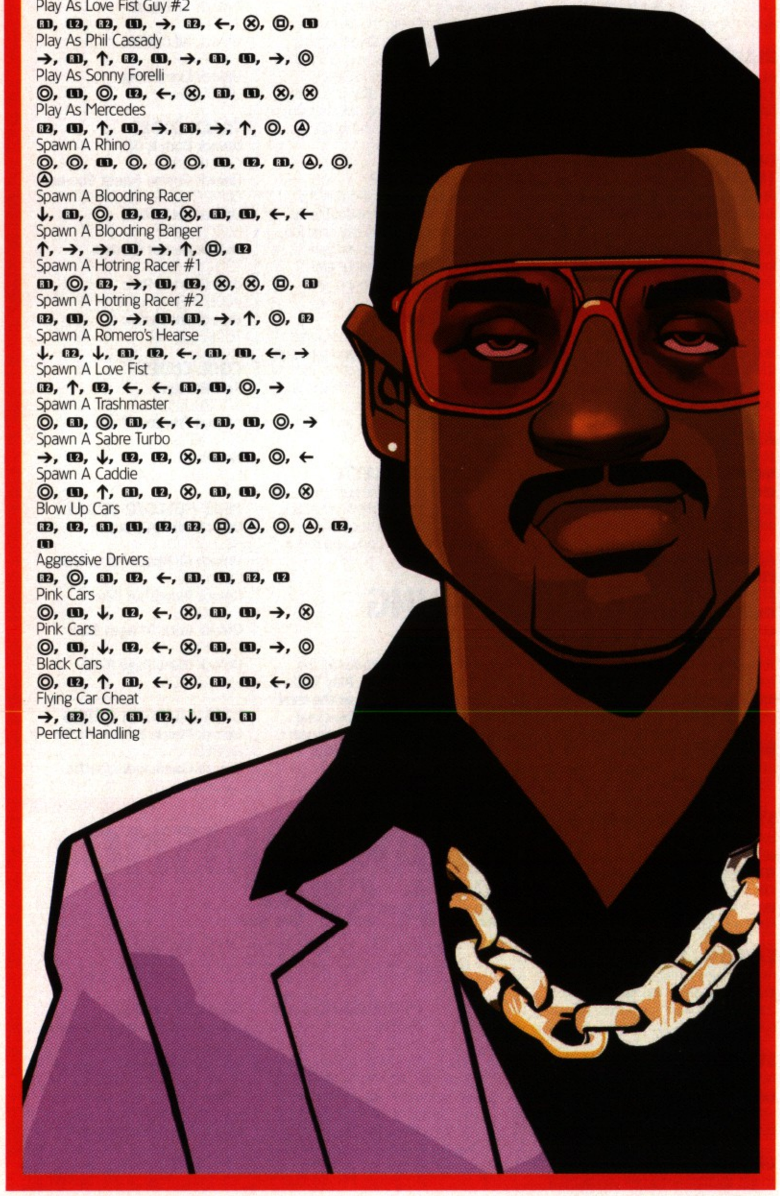
The cars you are awarded for winning a series aren't totally random. If you press ↑, ↓, ← or → when a silhoutted car has a large balck circle flashing underneath then that car will be selected as your next award.

AUTOMATIC CHOICE

GTA: VICE CITY

EVERY CHEAT EVER FOR ONE OF THE BEST GAMES OF ALL TIME.

All Weapons #1
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑
All Weapons #2
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ←
All Weapons #3
R1, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, ↓, ↓
Full Armour
R1, R2, L1, ⊗, ←, ↓, →, ↑, ←, ↓, →, ↑
Full Health
R1, R2, L1, ◎, ←, ↓, →, ↑, ←, ↓, →, ↑
Commit Suicide
→, L2, ↓, R1, ←, ←, R1, L1, L2, L1
Raise Wanted Level
R1, R1, ◎, R2, ←, →, ←, →, ←, →
Lower Wanted Level
R1, R1, ◎, R2, ↑, ↓, ↑, ↓, ↑, ↓
Ladies Man (certain women follow you)
◎, ⊗, L1, L1, R2, ⊗, ⊗, ◎, △
Change Clothes
→, →, ←, ↑, L1, L2, ←, ↑, ↓, →
Play As Ricardo diaz
L1, L2, R1, R2, ↓, L1, R2, L2
Play As Lance Vance
◎, L2, ←, ⊗, R1, L1, ⊗, L1
Play As Candy Suxxx
◎, R2, ↓, R1, ←, →, R1, L1, ⊗, L2
Play As Ken Rosenberg
→, L1, ↑, L2, L1, →, R1, L1, ⊗, R1
Play As Hilary King
R1, ◎, R2, L1, →, R1, L1, ⊗, R2
Play As Love Fist Guy #1
↓, L1, ↓, L2, ←, ⊗, R1, L1, ⊗, ⊗
Play As Love Fist Guy #2
R1, L2, R2, L1, →, R2, ←, ⊗, ⊡, L1
Play As Phil Cassady
→, R1, ↑, R2, L1, →, R1, L1, →, ◎
Play As Sonny Forelli
◎, L1, ◎, L2, ←, ⊗, R1, L1, ⊗, ⊗
Play As Mercedes
R2, L1, ↑, L1, →, R1, →, ↑, ◎, △
Spawn A Rhino
◎, ◎, L1, ◎, ◎, ◎, L1, L2, R1, △, ◎, △
Spawn A Bloodring Racer
↓, R1, ◎, L2, L2, ⊗, R1, L1, ←, ←
Spawn A Bloodring Banger
↑, →, →, L1, →, ↑, ⊡, L2
Spawn A Hotring Racer #1
R1, ◎, R2, →, L1, L2, ⊗, ⊗, ⊡, R1
Spawn A Hotring Racer #2
R2, L1, ◎, →, L1, R1, →, ↑, ◎, R2
Spawn A Romero's Hearse
↓, R2, ↓, R1, L2, ←, R1, L1, ←, →
Spawn A Love Fist
R2, ↑, L2, ←, ←, R1, L1, ◎, →
Spawn A Trashmaster
◎, R1, ◎, R1, ←, ←, R1, L1, ◎, →
Spawn A Sabre Turbo
→, L2, ↓, L2, L2, ⊗, R1, L1, ◎, ←
Spawn A Caddie
◎, L1, ↑, R1, L2, ⊗, R1, L1, ◎, ⊗
Blow Up Cars
R2, L2, R1, L1, L2, R2, ⊡, △, ◎, △, L2, L1
Aggressive Drivers
R2, ◎, R1, L2, ←, R1, L1, R2, L2
Pink Cars
◎, L1, ↓, L2, ←, ⊗, R1, L1, →, ⊗
Pink Cars
◎, L1, ↓, L2, ←, ⊗, R1, L1, →, ◎
Black Cars
◎, L2, ↑, R1, ←, ⊗, R1, L1, ←, ◎
Flying Car Cheat
→, R2, ◎, R1, L2, ↓, L1, R1
Perfect Handling
△, R1, R1, ←, R1, L1, R2, L1
cars float on water
→, R2, ◎, R1, L2, ⊡, R1, R2
change wheel size
R1, ⊗, △, →, R2, ⊡, ↑, ↓, ⊡
Sunny Weather
R2, ⊗, L1, L1, L2, L2, L2, ↓
Cloudy Weather
R2, ⊗, L1, L1, L2, L2, L2, △
Very Cloudy Weather
R2, ⊗, L1, L1, L2, L2, L2, ⊡
Stormy Weather
R2, ⊗, L1, L1, L2, L2, L2, ◎
Foggy Weather
R2, ⊗, L1, L1, L2, L2, L2, ⊗
Speed Up Time
◎, ◎, L1, ⊡, L1, ⊡, ⊡, ⊡, L1, △, ◎, △
Slow Down Time
△, ↑, →, ↓, ⊡, R2, R1
Pedestrians Riot
↓, ←, ↑, ←, ⊗, R2, R1, L2, L1
You won't be able to turn this off once it's on.
Pedestrians Hate You
↓, ↑, ↑, ↑, ⊗, R2, R1, L2, L2
You won't be able to turn this off once it's on.
women with guns
→, L1, ◎, L2, ←, ⊗, R1, L1, L1, ⊗
tommy groupies
◎, ⊗, L1, L1, R2, ⊗, ⊗, ◎, △
display media level meter
R2, ◎, ↑, L1, →, R1, →, ↑, ⊡, △



SOLDIER
Unlock Mulisha Man Bike:
WHATEVER
Unlock Heavy Metal Bike:
HEDBANGR
Unlock Dominator Bike:
WHOZASKN

LEEANN TWEEDEN CODES

Unlock Fun Lovin' Outfit:
THNKPINK
Unlock Red Hot Outfit:
SPICY
Unlock Hot Stuff Bike:
OVENMITT
Unlock Trend Setter Bike:
STYLIN
Unlock Seducer Bike:
GOODLOOK

STEFY BAU CODES

Unlock Playing Jax Outfit:
KIDSGAME
Unlock UFO Racer Outfit:
INVASION
Unlock Amore Bike:
HEREIAM
Unlock Disco Tech Bike:
SPARKLES
Unlock 211 Bike:
TWONEONE

CLIFFORD ADOPTANTE CODES

Unlock Clifford Adoptante:
COOLDUDE
Unlock Tiki Outfit:
WINGS
Unlock Tankin' It Outfit:
NOSLEEVE
Unlock Gone Tiki Bike:
SUPDUDE
Unlock Island Spirit Bike:
GOFLOBRO

MIKE JONES CODES

Unlock Mike Jones:
TOUGHGUY
Unlock Blue Collar Outfit:
BABYBLUE
Unlock High Roller Outfit:
BOXCARS
Unlock Beater Bike:
KICKBUTT
Unlock Lil' Demon Bike:
HORNS
Unlock Flushed Bike:
PLUNGER

JESSICA PATTERSON CODES

Unlock Jessica Patterson:
BLONDIE
Unlock Warming Up Outfit:
LAYERS

FREESTYLE METAL X

Select Options at the Main Menu and then select Cheats. Enter the following as case-sensitive codes.

All riders and bikes
dudemaster
All bike parts
garageking
All costumes
johnnye
All levels and events
universe
All special stunts
fleximan
Instant $1,000,000
sugardaddy
Complete Gallery
seeall
All songs
hearall
All FMV sequences
watchall

FREQUENCY

CHEAT MODE

Press ↓, →, ↑, ←, ←, ↑, →, ↓ at the Title Screen to activate the Cheat Mode, then enter any of the following codes at any time during play.

Autocatcher
←, →, →, ←, ↑
Bumper
→, ←, →, ←, ↑
Crippler
←, →, ←, →, ↓
Freestyler
←, →, →, ←, ↓
Multiplier
→, ←, ←, →, ↑
Neutralizer
←, →, ←, →, ↑

BONUS SONGS

Successfully complete the game on Expert to unlock Luge Crash by Surgecore. Play that song and complete it to unlock End Of Your World from Robotkid and Intersekt.

FUR FIGHTERS: VIGGO'S REVENGE

SECRET AREA

To find the secret level in the Lower East Quack level, go past the area where you hitch a ride on the subway train and proceed to the end where you'll see a brown fence. Next you need to go to the lower-left side of the fence and turn left to see a Chang transporter. Once you are Chang, go through the hole in the fence and onto the boxes. You will now be transported onto his back as a machine-gun toting flea! Hilarious!

MAXTRIX-STYLE SCENE

In the Lower East Quack level, shoot three baskets in a row on the basketball court without missing. Then press START to view the new scene.

FUTURAMA

All the cheat codes below need to be entered during gameplay with L1 and L2 held down at the same time.

LEVEL CODES

PLANET EXPRESS
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↑, ↑, SELECT

SEWERS
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↑, →, SELECT

SUBWAY
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↑, ↓, SELECT

OLD NEW YORK
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↑, ←, SELECT

RED LIGHT DISTRICT
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↑, △, SELECT

UPTOWN
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↑, ◎, SELECT

NEW NEW YORK
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↑, ⊗, SELECT

MINE
↓, ⊡, △, ↓, ⊡, △ ⊡, △, →,

MINE TUNNEL
↓, ⊡, △, ↓, ⊡, △, ⊡, △, →, ↓, SELECT

JUNKYARD 1
↓, ⊡, △, ↓, ⊡, △, ⊡, △, →, ←, SELECT

JUNKYARD 2
↓, ⊡, △, ↓, ⊡, △, ⊡, △, →, △, SELECT

JUNKYARD 3
↓, ⊡, △, ↓, ⊡, △, ⊡, △, →, ◎, SELECT

MARKET SQUARE
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↓, ↑, SELECT

LEFT WING
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↓, →, SELECT

RIGHT WING
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↓, ↓, SELECT

TEMPLE COURTYARD
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↓, ←, SELECT

INNER TEMPLE
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ↓, △, SELECT

BOGAD'S SWAMP
↓, ⊡, △, ↓, ⊡, △, ⊡, △, ←, ↑, SELECT

MOM'S HQ BENDER
↓, ⊡, △, ↓, ⊡, △, ⊡, △, △, ↑, SELECT

MOM'S HQ LEELA
↓, ⊡, △, ↓, ⊡, △, ⊡, △, △, →, SELECT

MOM'S HQ FRY
↓, ⊡, △, ↓, ⊡, △ ⊡, △, △, ↓, SELECT

G IS FOR...

GRADIUS III & IV

FULL DOUBLE SHOT POWER-UP

After pausing, press ↑, ↑, ↓, ↓, ←, →, ←, →, ⊡, △. You will hear a sound to confirm correct entry.

FULL LASER SHOT POWER-UP

After pausing, press ↑, ↑, ↓, ↓, ←, →, ←, →, ⊗, ◎. You will hear a sound to confirm correct entry of the cheat.

CUBE ATTACK (GRADIUS III)

Get to Stage 9 to unlock Cube Attack in Extra Mode.

FIRST GRADIUS STAGE (GRADIUS III)

Let the Stage 10 boss hit you with a shot and the first Gradius Stage will be unlocked in Extra Mode.

EXTRA EDIT MODE (GRADIUS III)

Either play the game for ten hours or complete it to unlock Extra Edit Mode.

BOSS RUSH MODE (GRADIUS IV)

Complete the game to unlock this mode.

STAGE SELECT (GRADIUS IV)

Finish the game without the aid of any continues to unlock this mode.

THE GREAT ESCAPE

LEVEL SELECT

At the Main Menu input:
L2, ⊡, L2, ◎, R1, ◎, L1, L2, ◎, ⊡
This unlocks two new options; The Greatest Escape, which allows you to select the stage, and Level Select, which allows you to choose the difficulty setting.

ALL FMV SEQUENCES

At the Main Menu input: L1, ⊡, ◎, ◎, R1, ⊡, ⊡, ◎, L1, R1

UNLIMITED AMMO AND HEALTH

Pause the game with a Gun and a Health Kit in your inventory, then press: ◎, L2, R1, L1, ◎, ⊡, L1, R1, L1, R1

GT CONCEPT

JAPANESE MOVIE

Once all the Normal Level stages have been completed, the Japanese opening movie of *GT Concept* can be viewed by selecting the left-hand prize on the Game Status screen.

TOYOTA POD RACE

Once a good portion of the game has been completed and you unlock the Toyota Pod car by winning on Tahiti Maze II, you unlock the Pod race as well. You can enter via the Status Screen. Frankly it's a bit dull, though.

VIEW END CREDITS

Once 100% of the game has been racked up, the end credits will roll – again allowing you to sit back well satisfied. To show off to your mates, the credits can be viewed at any time by selecting the second prize from the left on the Game Status screen.

EXTRA CREDITS FOR GT3 A-SPEC

Once all the Normal Level stages have been completed, players can add 10 million credits to their *GT3 A-Spec* game data. To transfer the money, select the second prize from the right on the Game Status screen and follow the on-screen instructions.

ACE LEVEL

Once all the Professional Level stages have been completed, you will be told how to open the Ace Level difficulty setting. Go to the Level Selection screen and hold down L1 and R1. You can unlock the Ace Level difficulty setting by executing this procedure at any time. Be warned – it sure ain't easy!

GUN GRIFFON BLAZE

UNLOCK TYPE-9

Earn 13 medals.

UNLOCK TYPE-13

Earn 41 medals.

UNLOCK JAGDPANTHER

Earn 25 medals or six million points

H IS FOR...

HALF-LIFE

Invincibility
←, ⊡, ↑, △, →, ◎, ↓, ⊗
Unlimited ammo
⊗, ←, ◎, ↓, ⊗, ←, ◎
Slow motion
→, ⊡, ↑, △, →, ⊡, ↑, △
Invisibility
←, ⊡, →, ⊡, ←, ⊡, →, ⊡
Alien mode
↑, △, ↑, △, ↑, △, ↑, △
Low gravity
↑, △, ↓, ⊗, ↑, △, ↓, ⊗

HARRY POTTER AND THE CHAMBER OF SECRETS

On the second day of school, go to the Quidditch practice and complete the training with a 'B' rank or better. For this you'll get the Nimbus 2000 flying broomstick which enables you to fly anywhere around the school during the day. A very handy addition indeed...

HAVEN: CALL OF THE KING

Haven knows how its taken us so long to uncover this gem!

To refill your health bar at any time during play, simply press R2, L2, R1, ◎, △, L2, ⊗, ⊡ and, as if by magic, it will top itself up.

HEADHUNTER

STAR LOCKER

Better all of Hank Redwood's records for the VR Tests to open the Star Locker in the LEILA Offices and collect all the goodies inside.

HOT WHEELS VELOCITY X

Sadly no quick-fix codes for this pacey racer yet, but there are plenty of cool extras to unlock by completing the game the hard way. Here's what lies tucked away at the chequered flag.

All cars
Hit 11 Bonus Stunt items while completing Challenge Eight.
All worlds
Find the Hidden Key while completing Challenge 18.
All gadgets
Hit at least 30 Barrels while completing Challenge Seven.
Upgraded laser
Complete Challenge 18 on the very hard difficulty setting.
Unlimited ammunition
Hit at least 50 Barrels while completing Challenge 18.
Unlimited health
Hit at least 179 Barrels while completing Challenge 17.
Unlimited turbo
Collect 8 Zappers while completing Challenge Four.
Timer speed
Intentionally hit at least 60 Barrels while completing Challenge 12.

HULK

Choose 'Code Input' from the Options Menu and enter any of the following codes. Select 'Cheats' from the 'Special Features' Menu to toggle the cheats on/off.

Invulnerability
GMMSKIN
Regenerator
FLSHWND
Full Rage Meter
ANGMNGT
Unlimited Continues
GRNCHTR
Double Hulk's
HPHLTHDSE
Double All Enemies
HPBRNGITN
Half All Enemies HP
MMMYHLP
Wicked Punch
FSTOFRY
Puzzle Solved
BRCESTN
Reset High Score
NMBTHIH
Unlock All Levels
TRUBLVR

The following codes must be entered at a Universal Terminal during game play.

Hulk Transformed Movie Art
SANFRAN
Hulk Vs. Hulk Dogs Movie Art
PITBULL
Desert Battle Movie Art
FIFTEEN
On The Movie Set Movie Art
NANOMED

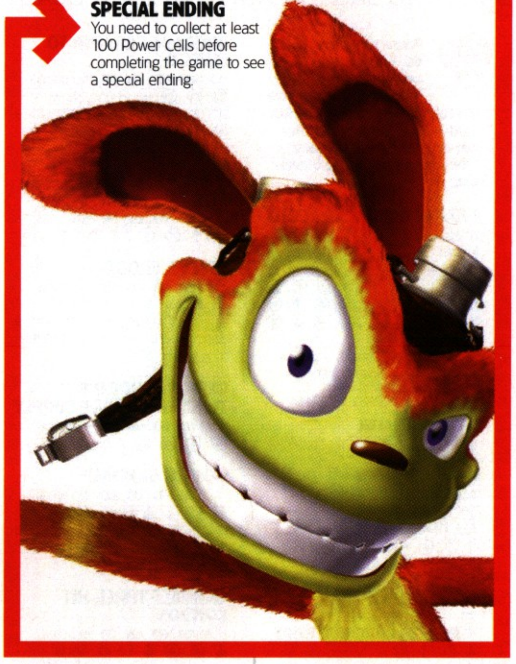
SHAKE AND DAX

JAK & DAXTER

THE EASY WAY TO SEEK OUT THAT VERY SPECIAL ALTERNATIVE ENDING...

SPECIAL ENDING

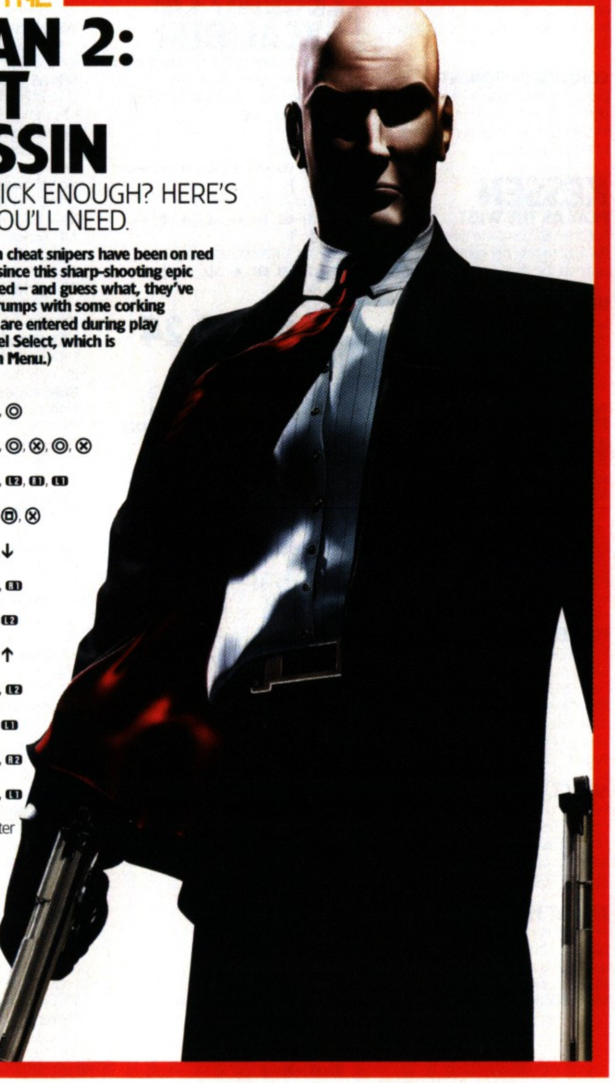
You need to collect at least 100 Power Cells before completing the game to see a special ending.



GUNDAMENTAL

HITMAN 2: SILENT ASSASSIN

CAN'T KILL QUICK ENOUGH? HERE'S THE CHEATS YOU'LL NEED.



Our stealth cheat snipers have been on red alert ever since this sharp-shooting epic was released – and guess what, they've come up trumps with some corking codes, all of which are entered during play (except for the Level Select, which is entered at the Main Menu.)

Level select
R2, L2, ↑, ↓, ⊡, △, ◎
Level skip*
R2, L2, ↑, ↓, ⊗, ↘, ◎, ⊗, ◎, ⊗
God mode
R2, L2, ↑, ↓, ⊗, R2, L2, R1, L1
All weapons
R2, L2, ↑, ↓, ⊗, ↑, ⊡, ⊗
Full heal
R2, L2, ↑, ↓, ⊗, ↑, ↓
Lethal charge
R2, L2, ↑, ↓, ⊗, R1, R1
Slow motion
R2, L2, ↑, ↓, ⊗, ↑, L2
Punch mode
R2, L2, ↑, ↓, ⊗, ↑, ↑
Toggle gravity
R2, L2, ↑, ↓, ⊗, L2, L2
Bomb mode
R2, L2, ↑, ↓, ⊗, ↑, L1
Megaforce mode
R2, L2, ↑, ↓, ⊗, R2, R2
Nailgun mode
R2, L2, ↑, ↓, ⊗, L1, L1

* Enable this code after starting a level

HUNTER: THE WAYWARD RECKONING WAYWARD

Nightmare Mode
Complete the game
Devin
Defeat Devin in the Prison area
Carpenter
Complete Nightmare Mode
Enable Cheats/Nephrack Trophy
Defeat Nephrack
Max Health Code/Pit Fighter Trophy
Complete the Downtown level using only the starting melee weapon
Max Ammo Code/Gun Trophy
Complete the Downtown level using only the starting ranged weapon
Monster Spawn Code/Werewolf Trophy
Defeat the Werewolf boss
Improve Edges Code/Witch Trophy
Defeat the Witch boss
Super Melee Damage Code/Machine Trophy
Defeat the Machine boss
Hard Monsters Code/Team-up Trophy
Complete the game in co-operative mode
All Weapons Code/Looter Trophy
Collect all silver pieces
Infinite Health Code/Warrior Trophy
Defeat all Midtown level enemies
Unlimited Ammo Code/Rogue Hunter Trophy
Defeat the Rogue Hunter
No Conviction for Edges Code/Life Saver Trophy
Save all the innocents in the Prison Hospital Lower Level
Chaingun Trophy
Find all the Chaingun pieces
Grenade Launcher Trophy
Find all the Grenade Launcher pieces
Deserter Trophy
Leave too many innocents in the Prison Hospital Lower Level

CHEAT CODES

By unlocking a trophy you are awarded a cheat code. The codes can be input at the Cheat Menu once the Nephrack Trophy has been acquired. Here are all the codes.

Enable Cheats
◎, △, ⊗, L1, L1, ←, ←
Max Health
△, △, ◎, ◎, ⊡, L1, ⊡, R1
Max Ammo
→, →, →, →, ↑, ↓, ↑, ↓
Monster Spawn
⊡, ⊡, ◎, ◎, △, L1, L1, ↓
Improve Edges
L1, L1, ◎, ◎, ↓, ↓, ↑, ↓
Increase Melee Damage
↓, ↓, R1, R1, ↑, ⊗, ↑, ◎
Harder Monsters
⊡, ⊡, △, ⊡, L2, L2, ↑, ↓
All Weapons
⊡, ⊗, ◎, ⊗, ↑, ↓, ↑, ↓
Infinite Health
→, →, →, ⊗, ↑, △, ↑, ⊡
Unlimited Ammo
⊗, △, ◎, ⊡, △, ↑, ↓, ↓
No Conviction for Edges
L2, ↑, ⊗, ↑, ⊡, ⊡, ↓, ↓

UNLOCKING MODELS

By using the entertainment system in the game's hub room, players can view, rotate and, er, view a selection of character models. Here's how to unlock them all if you are into a spot of voyeurism.

Model	How to unlock
Emma	Rescue Emma
Joshua	Rescue Joshua
Le Roi	Rescue Le Roi
Devin	Defeat Devin
Werewolf	Defeat
Werewolf boss	Machine
Defeat	Machine boss
Witch	Defeat Witch boss
Nephrack	Defeat Nephcrack
Carpenter	Complete Nightmare mode
Rot Hand	Kill 25 Rot Hands
Rot	Kill 199 Rots
Prison Guard Rot	Kill 20 Prison Guard Rots
Flame-thrower Rot	Kill 8
Flame-thrower Rots	Gargoyle
Kill 10 Gargoyles	Hanged Spirit
Kill 7 Hanged Spirits	Mourner
Kill 40 Mourners	Aileron
Kill 75 Ailerons	Cultist
Kill 20 Cultists	War Ghoul
Kill 2 War Ghouls	Machine Monster
Kill 20 Machine	Monsters
Samantha	Unlock 8 models
Father Esteban	Unlock 12 models
Kassandra	Unlock 18 models

I IS FOR...

INDIANA JONES AND THE EMPEROR'S TOMB

UNLOCK GALLERY

Collect every Relic or Artefact in the game (there are 30 in total – three on every chapter) to unlock a Gallery option at the Main Menu. The Gallery contains a selection of Indy related artwork, from character designs to conceptual level art.

DROP AND LIVE

When accidentally falling from heights that would hurt or even kill you, press R1 just before you land. You will then go straight into a combat stance and only suffer minor damage or maybe even none at all.

INTERNATIONAL SUPERSTAR SOCCER

UNLOCK HIDDEN TEAMS

On the title screen, press ↑, ↑, ↓, ↓, ←, →, ←, →, ⊗, ◎ and two All-Star teams will be unlocked.

J IS FOR...

JAK & DAXTER II

JAK'S GOATEE

Collect 5 orbs.

MIRROR WORLD

Collect 15 orbs.

BIG HEAD MODE

Collect 30 orbs.

SMALL HEAD MODE

Collect 45 orbs.

SCRAP BOOK

RING STING

THE LORD OF THE RINGS: THE RETURN OF THE KING

STICK IT TO SAURON WITH THESE TOP QUALITY CODES...

Pause the game, hold L1 + L2 + R1 + R2 and enter any of the following codes to give the relevant character an extra 1,000 experience points. You can enter the code as many times as you like for fast level-ups.

CHARACTER	CODE
Aragorn	↑, □, △, ✕
Frodo	△, ✕, ↓, ✕
Gandalf	○, △, ↑, ↓
Gimli	○, ○, △, ✕
Legolas	✕, △, ↑, ✕
Sam	△, ✕, ↓, ✕

Just like the last game, once you finish ROTK, you unlock special cheat codes.

RESTORE HEALTH
□, □, ○, ○
PERFECT MODE
○, ↓, △, ✕
ALWAYS DEVASTATING
△, ↑, △, ↓
ALL UPGRADES
↑, ↓, △, □
INFINITE MISSILES
□, □, ↓, ○
INVULNERABLE
□, ○, □, ↑
TARGETING INDICATOR MODE
↓, ○, ↑, □

Pause the game and enter the codes for the desired effect.

UPGRADE ARAGORN TO LEVEL 8
Hold down L1, L2, R1, R2 and then press ↑, □, △, ↑.

ARAGORN THREE-HIT COMBOS
Hold down L1, L2, R1, R2 and press □, ↓, ○, ↑. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

ARAGORN FOUR-HIT COMBOS
Hold down L1, L2, R1, R2 and press ↑, □, △, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

ARAGORN'S SPECIAL ABILITIES
Hold down L1, L2, R1, R2 and press ↓, ○, △, △. The moves don't appear in the 'Show Upgrades' menu, but they are instantly purchased when the code is input. Special Abilities are activated by pressing all shoulder buttons simultaneously.

RESTORE ARAGORN'S ARROW SUPPLY
Hold down L1, L2, R1, R2 and then press △, □, □, △.

FARAMIR GAINS 1K EXP POINTS
To get Faramir 1,000 big ones, hold L1, L2, R1, R2 and then press □, △, ↑, □.

UPGRADE FARAMIR TO LEVEL 8
Hold L1, L2, R1, R2 and press ○, ○, ○, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

RESTORE FARAMIR'S ARROW SUPPLY
Hold L1, L2, R1, R2 and press △, ↑, ✕, ✕. Just the job.

LEVEL 8 FRODO
Hold L1, L2, R1, R2 and press ○, ○, ↓, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

RESTORE FRODO'S THROWING BLADE SUPPLY
Hold L1, L2, R1, R2 and press △, △, △, ○. A-blade-zing.

LEVEL 8 GANDALF
Hold L1, L2, R1, R2 and press ○, □, ↓, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

GANDALF THREE-HIT COMBOS
Hold L1, L2, R1, R2 and press ↓, ✕, △, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

GANDALF'S SPECIAL ABILITIES
Hold L1, L2, R1, R2 and press ↑, ↓, △, ○. The moves don't appear in the 'Show Upgrades' menu, but they are instantly purchased when the code is input. Special Abilities are activated by pressing all shoulder buttons simultaneously.

RESTORE GANDALF'S MAGIC MISSILE SUPPLY
Hold down L1, L2, R1, R2 and then press △, ↓, ✕, □.

LEVEL 8 GIMLI
Hold L1, L2, R1, R2 and press ✕, ○, ↓, □. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE GIMLI'S THROWING AXE SUPPLY
Hold down L1, L2, R1, R2 and then press ○, ○, ○, ✕.

LEVEL 8 LEGOLAS
Hold L1, L2, R1, R2 and press □, ↑, ↑, ↓. Check 'Show Upgrades' in the pause menu for a description of how to perform the moves unlocked.

LEGOLAS' SPECIAL ABILITIES
Hold L1, L2, R1, R2 and press △, ○, ✕, ○. The moves don't appear in the 'Show Upgrades' menu, but they are instantly purchased when the code is input. Special Abilities are activated by pressing all shoulder buttons simultaneously.

RESTORE LEGOLAS' ARROW SUPPLY
Hold down L1, L2, R1, R2 and then press △, △, △, ↓.

MERRY GAINS 1K EXP POINTS
Hold down L1, L2, R1, R2 and then press ↓, ↓, □, ✕.

LEVEL 8 MERRY
Hold L1, L2, R1, R2 and press ↓, △, ✕, □. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE MERRY'S THROWING BLADE SUPPLY
Hold down L1, L2, R1, R2 and then press □, ○, ○, △.

PIPPIN GAINS 1K EXP POINTS
Hold down L1, L2, R1, R2 and then press △, ✕, □, ✕.

LEVEL 8 PIPPIN
Hold L1, L2, R1, R2 and press □, ↑, ↑, ○. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE PIPPIN'S THROWING BLADE SUPPLY
Hold down L1, L2, R1, R2 and then press ↑, ○, ↓, □.

LEVEL 8 SAM
Hold L1, L2, R1, R2 and press ○, ○, △, △. Check 'Show Upgrades' in pause menu for a description of how to perform the moves unlocked.

RESTORE SAM'S THROWING BLADE SUPPLY
Hold down L1, L2, R1, R2 and then press ✕, ✕, ○, ✕.

UNLOCK FARAMIR
Begin a game as any character, pause, hold L1, L2, R1, R2 and press ✕, ✕, △, △. Faramir will now be unlocked at the character select screen.

UNLOCK FRODO
Begin a game as any character, pause, then hold L1, L2, R1, R2 and press △, ○, ○, ○. Frodo will now be unlocked at the character select screen.

UNLOCK MERRY
Begin a game as any character, pause, then hold L1, L2, R1, R2 and press ✕, ↓, ↓, ✕. Merry will now be unlocked at the character select screen.

UNLOCK PIPPIN
Hold L1, L2, R1, R2 and press △, ○, □, ↓. Pippin will now be unlocked at the character select screen.

Collect 55 orbs.

SCENE PLAYER
Act 1
Collect 65 orbs.

VULCAN FURY COURSE
Collect 75 orbs.

SCENE PLAYER
Act 2
Collect 95 orbs.

PEACE MAKER GUN COURSE
Collect 105 orbs.

SCENE PLAYER
Act 3
Collect 125 orbs.

REVERSE RACES
Collect 135 orbs.

LEVEL SELECT
Collect 145 orbs.

UNLIMITED AMMO
Collect 155 orbs.

UNLIMITED
Dark Jak
Collect 165 orbs.

INVULNERABILITY
Collect 175 orbs.

HERO MODE
Collect 200 orbs. When this cheat is activated, start a new game to begin with all four morph guns attachments and alternate secrets.

ALTERNATE
scrap book
Collect 200 orbs.

K IS FOR...

KENGO: LEGACY OF THE BLADE

Get straight to the point and make yourself aware of these sharp secrets!

ALTERNATE STAGES
Choose to play Versus Mode, then hold SELECT when choosing a stage at the selection screen. Only certain stages have an alternate version available.

ALTERNATE MUSASHI ATTACK
Choose to play Versus Mode, then hold SELECT when choosing Musashi at the character selection screen to unlock a two sword attack..

KENGO: MASTER OF BUSHIDO

PLAY AS A STUDENT
Press and hold R1 + R2 + L1 + L2 when selecting a character to play as a student. Doing this trick when selecting different characters will result in different dojos and students becoming available to you.

UNLOCK HIDDEN CHARACTERS
Defeat all of the opposing dojos in Single Player Mode to unlock all of the hidden Dojo Masters in the Versus and Tournament Modes. You'll be glad that you did when you get to fight as them!

CONFUSE OPPONENT
During Versus Mode, repeatedly press ✕ + ○ to confuse your opponent into thinking you're about to attack when you aren't.

KESSEN

PLAY AS THE WEST
Successfully complete the game as the East to play the game through again as the West.

UNLOCK BATTLE MODE
Successfully complete the game as the East and the West and a new option will be unlocked that allows you to choose your battle.

KINGDOM HEARTS

ALTERNATE ENDING SEQUENCE
Successfully complete the game with all Keyholes locked (including The Book Of Pooh), 99 Dalmatians rescued, the Hades Cup won and the Ultima Weapon to view the game's true ending sequence.

HIDDEN TRAILER
Wait until the credits have finished rolling to view an epilogue of what happens to Sora, Donald and Goofy after the worlds come back. After that, there is a 'Special Secret' which seems to be a hidden trailer for a sequel.

SELECT OPPONENT
When you defeat Sephiroth, a new option ('Select Opponent') in the Hades Cup will open. This lets you select an opponent to fight with a lot of experience points.

EXPERT MODE
At the beginning of the game when asked to choose the difficulty setting, select 'Difficult.' Then when you are in the room with the sword, staff and shield, choose the sword. This is considered 'expert' mode.

L IS FOR...

LEGACY OF KAIN: BLOOD OMEN 2

CHEAT DEATH
Press L1, R1, L2, R2, □, ○, △ at the Main Menu then start a new game. You'll begin with the Soul Reaver and Iron Armour, which should help out.

DRAW WEAPON DURING A JUMP ATTACK
During your jump attack, hold L2 then select 'Berserk.' Release L2 and then hold R1. Kain should now draw his weapon and hit any nearby enemies with it – it comes in very handy.

LEGACY OF KAIN: SOUL REAVER 2

BONUS MATERIALS
At the Main Menu press ←, △, →, △, ↓, ○, ✕. If the code has worked you'll start the game with all of the bonus materials unlocked. If you access one of the menus whilst entering this code, simply try again.

LEGENDS OF WRESTLING

At the Main Menu, enter this code to unlock every wrestler that the game has to offer: ↑, ↑, ↓, ↓, ←, →, ←, →, △, △, □.

LEGION: THE LEGEND OF EXCALIBUR

To bolster your battalions and live an eternal life, enter any of the following codes during play to help you on your way.

Restore health
R2, R2, L1, R1, ←, ↓, →, ↑, ←, ↓, →, ↑,
1000 of Arthur's soldiers
R2, R2, L1, R2, ←, ↓, →, ↑, ←, ↓, →, ↑
1000 of Gwenevere's soldiers
R2, R2, L1, L1, ←, ↓, →, ↑, ←, ↓, →, ↑

LE MANS 24 HOURS

Enter the following codes as a racer's name in Championship Mode and then return to the Main Menu to activate the cheat.

All tracks
SPEEDY
All cars
ACO
All Championships
NUMBAT
Le Mans Mode
WOMBAT

LMA MANAGER 2002

To become an instant 'Fergie', simply enter these cheat codes as names...

More money
MINTED
Auto-select tactics
NO BRAINER
90% skill
AWESOME
Run faster
HYPERACTIVE
Win every game
RUN OF FORM
Buy any player
FANTASY
Fast stadium construction
QUICK DRY
Quick healing
HEALING HANDS
Blind referee
MUST BE BLIND

LMA MANAGER 2003

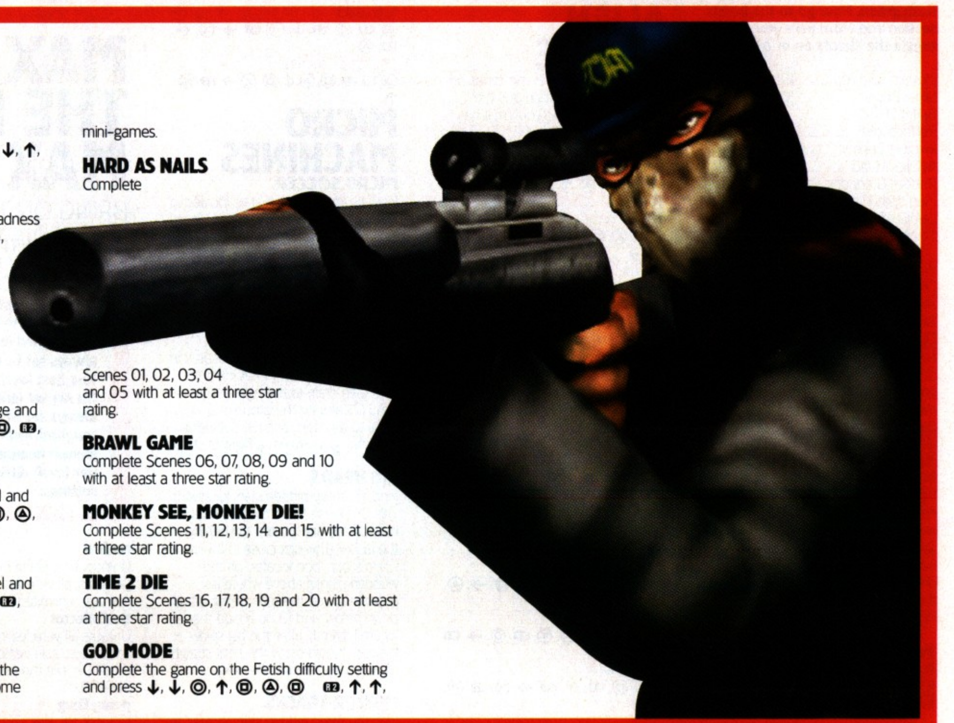
The codes for this game are matched to the unique user ID of each game which will vary. The following codes will only work with games that have the same user ID. To get a new user ID, keep starting a new game or if you want to keep the same one, make sure you have an LMA Manager 2003 saved game and follow these steps: First start a game with a memory card in slot one. Get to the name entry screen. Get the cheat codes for that user ID and make a note of them. Then, enter the codes one at a time as your name. After activating the desired codes, progress to the main game. As soon as it loads, save your game. This will now also keep your unique ID. If you ever need or want to start a new game, as long as you do not delete the saved game (just overwrite it), you will have the same unique id for whatever team you pick and you won't have to get a new set of cheat codes. Got that? Okay, enter the following as manager names. We have included the ID code where we know it...

Start with £500,000,000
LMA2003A
ID: Unknown
Low gravity
LMA2003B
ID: Unknown
Win all matches
LMA3DJEMWR
ID: 1791
Win all matches
LMA3JCXSLP
ID: 2321
Win all matches
LMA3CZIREA
ID: Unknown
No yellow/red cards
LMA3CZISLP
ID: 1791
No yellow/red cards
LMA3FZYMWR
ID: 2321
All injuries heal in 1 day
LMA3LUBYHY
ID: 1791
All injuries heal in 1 day
LMA3SHHHWL
ID: 2321
All injuries heal in 1 day
LMA3ZUPRKV
ID: Unknown
Build stands in 1 day
LMA3TLHXCJ
ID: 1791
Build stands in 1 day
LMA3RWMYZF
ID: 2321
Build stands in 1 day
LMA3UYRDLS
ID: Unknown
All players are free
LMA3MVQVRU
ID: 1791
All players are free
LMA3LWHHHS
ID: 2321
All players are free
LMA3HKAFLG
ID: Unknown
Players never age
LMA3LSDBBR
ID: 1791
Players never age
LMA3LJFUXH
ID: 2321
Players never age
LMA3TYKCAF
ID: Unknown
Player morale max
LMA3MMMGYP
ID: 1791
Super coaching
LMA3LJLREA
ID: 1791
Super coaching
LMA3PVARKV
ID: Unknown
Faster players
LMA3OKTOOY
ID: Unknown

HUNT THEM DOWN

MANHUNT

DEAL OUT HORRIFIC DEATH WITH THESE CHEATS...



UNLOCKABLE CODES

NOTE: The following codes must be unlocked before they can be activated. To unlock the codes you must complete the specific consecutive scenes on the Hardcore difficulty setting with a five star rating. Not easy. Codes can be checked at the Bonus Features screen and once unlocked they can be entered at the Main Menu screen.

RUNNER

Complete Scenes 01 and 02 (Born Again and Doorway Into Hell) and press R2, R2, L1, R2, ←, →, ←, → at the Main Menu.

SILENCE

Complete Scenes 03 and 04 (Road To Ruin and White Trash) and press R1, L1, R2, L1, →, ←, ←, ← at the Main Menu.

REGENERATE

Complete Scenes 05 and 06 (Fueled By Hate and Grounds For Assault) and press R2, →, ◎, R2, L2, ↓, ◎, ← at the Main Menu.

HELIUM HUNTERS

Complete Scenes 07 and 08 (Strapped for Cash and View Of Innocence) and press R1, R1, ◬, ◎, ⊡, L2, L1, ↓ at the Main Menu.

FULLY EQUIPPED

Complete Scenes 07 and 08 (Drunk Driving and Graveyard Shift) and press R1, R2, L1, L2, ↓, ↑, ←, ↑.

SUPER PUNCH

Complete Scenes 09 and 10 (Mouth Of Madness and Doing Time) and press L1, ◬, ◬, ◬, ◎, ◎, ◎, R1.

RABBIT SKIN

Complete Scenes 11 and 12 (Kill The Rabbit and Divided They Fall) and press ←, R1, R1, ◬, R1, R1, ⊡, L1 at the Main Menu.

MONKEY SKIN

Complete Scenes 13 and 14 (Press Coverage and Wrong Side Of The Tracks) and press ⊡, ⊡, R2, ↓, ◬, ⊡, ◎, ↓ at the Main Menu.

INVISIBILITY

Complete Scenes 15 and 16 (Trained To Kill and Border Patrol) and press ⊡, ⊡, ⊡, ↓, ⊡, ◬, ◎, ↑ at the Main Menu.

PIGGSY SKIN

Complete Scenes 17 and 18 (Key Personnel and Deliverance) and press ↑, ↓, ←, ←, R1, R2, L1, L1.

EXTRA SCENES

Earn at least a three star rating on each of the following sequences of scenes to unlock some mini-games.

HARD AS NAILS

Complete Scenes 01, 02, 03, 04 and 05 with at least a three star rating.

BRAWL GAME

Complete Scenes 06, 07, 08, 09 and 10 with at least a three star rating.

MONKEY SEE, MONKEY DIE!

Complete Scenes 11, 12, 13, 14 and 15 with at least a three star rating.

TIME 2 DIE

Complete Scenes 16, 17, 18, 19 and 20 with at least a three star rating.

GOD MODE

Complete the game on the Fetish difficulty setting and press ↓, ↓, ◎, ↑, ⊡, ◬, ⊡ R2, ↑, ↑,

THE LORD OF THE RINGS: THE TWO TOWERS

To enter these codes, pause the game at any time, hold L1 + L2 + R1 + R2 and then press the following buttons...

Restore health
◬, ↓, ⊗, ↑
Restore ammo
⊗, ↓, ◬, ↑
Add 1000 exp
⊗, ↓, ↓, ↓
Level 2 skills
◎, →, ◎, →
Level 3 skills
◬, ↑, ◬, ↑
Level 4 skills
⊡, ←, ⊡, ←
Level 5 Skills
⊗, ⊗, ↓, ↓
Invincibility*
◬, ⊡, ⊗, ◎
Unlimited missile weapons*
⊡, ◎, ⊗, ◬
Devastating attacks*
⊡, ⊡, ◎, ◎
All combo upgrades*
◬, ◎, ◬, ◎
Small enemies*
◬, ◬, ⊗, ⊗
Slow motion*
◬, ◎, ⊗, ⊡

* The game must be completed first before these codes can be enabled.

M IS FOR...

MADDEN NFL 2001

MADDEN CARDS

There are three different values of cards: Gold (four), Silver (two) and Bronze (one). The cards each serve one use, except for stadium cards, team cards and historial player cards.

The other cards are for unlocking cheat codes and boosting player stats. Gold cards last for an entire half, Silver cards for a single quarter and Bronze cards a single play. These cards are purchased with Madden tokens, which are earned by accomplishing certain feats in the game. The are five levels of feats to acheive and you get more tokens for acheiving them on a harder difficulty level. To get these Madden cards, make sure that 'Madden Cards' are enabled in the Options Menu or on the Profile Select Screen.

THE 297TH CARD

If you collect all 296 cards, the 297th will be John Madden himself. The value of this card is 2500 points and you can sell this card and buy a new entire pack – which also contains the 297th card! Sell and buy as many times as you want and get a stack of points.

CARD SHARK

You can get all of the cards without playing more than a few games. All you have to do is make two user accounts – one you plan on keeping and another just to use. Play one or two games with each created account giving them at least 100 Madden points each. Save each one and reset your PS2. When you restart, open your Madden cards screen and buy at least one pack of cards for each account. Then trade all the cards you want from your dummy account to your permanent account. Exit and the game will prompt you to save. Do so and the Save Screen will appear. Only save the permanent account and reset your PS2 again. Buy a pack with the dummy account and trade again then be sure to only save the permanent account and reset your PS2 for a third time. Repeat this process as many times as you need. You should get at least 14 cards each time.

ALWAYS WIN COIN TOSS

To always opt to receive the kick-off, press START before anything appears on the coin toss screen and you'll win every time!

MARK OF KRI

INVINCIBLE RAU

Press ⊡, ◎, ⊗, ⊡, ◎, ⊡, ⊗, ◎, ⊗, ⊡, ◎, ⊗ at the 'Press Start' screen. Now enter the 'Cheats' section at the Sage and the last card will be Invincible Rau. Press ⊗ to activate the code and get hacking away without fear of death.

MORE CODES

Enter the following at the 'Press Start' screen:...

Full health power
⊗, ⊗, ⊗, ⊗, ⊡, ⊡, ⊡, ⊡, ◎, ◎, ◎, ◎
Unlimited arrows
⊗, ◎, ⊡, ⊡, ⊗, ⊡, ◎, ◎, ⊗, ⊡, ⊡, ⊗
Stronger opponents
⊗, ◎, ⊡, ⊡, ⊗, ⊡, ◎, ◎, ⊗, ◎, ◎, ⊗

MATT HOFFMAN'S PRO BMX 2

Cor blimey! No sooner had we completed the second instalment of our guide when these brand-new cheat codes were being peddled. They enable you to unlock all the secret characters and plenty more besides! Simply enter them on the Press Start Screen and you'll hear a sound to confirm correct entry.

`Unlock Elvis gear
◎, L1, L1, ↑, ↑
Unlock padded gear
◎, ◬, ←, →, ←, ◎
Unlock Day Smith
◬, ↑, ↓, ↑, ↓, ⊡
Unlock Vanessa
◬, ↓, ←, ←, ↓, ⊡
Unlock Big Foot
◬, →, ↑, →, ↑, ⊡
Unlock Volcano
◬, ↑, ↑, ⊗, ↑, ↑, ⊗
Unlock The Mime
◬, ←, →, ←, →, ←
Unlock Tiki Battle
L1, L1, ↓, R1, ⊗, L1
Unlock Day Flatland movie
R1, ◎, ←, ←, ⊡, →, →, R1
Unlock Big Ramp movie
R1, ↑, ↓, ←, ⊗, ⊗, ⊗, R1

MAXIMO

GALLERY MODE

If you get kisses from all four of the Sorceresses and then complete the game you will unlock this mode.

MASTERY LEVEL

You need a 100 percent rating on every level to be able to play this special mode.When you get low on lives, armour or keys, use a Save Pool and return to The Boneyard. Play the level until your stocks are replenished and then return from whence you came.To get more fairies from the grave stones in Maximo, find a stone and hit it with a Jumping Sword Attack (press ⊗, ⊗, ◬), and five fairies will appear instead of the usual two. This makes collecting the 50 fairies required for a red coin much easier.

MAX PAYNE

Make Max's world a brighter place with these cheats...

INFINITE HEALTH

Pause the game during play. Now press L1, L1, L2, L2, R1, R1, R2, R2. You will need to re-enter this cheat at certain points in the game so keep an eye of for when it stops working.

ALL WEAPONS

Pause the game during play. Now press L1, L2, R1, R2, ◬, ◎, ⊗, ⊡. You will also find yourself in possession of full ammo and eight Painkillers.

LEVEL SELECT

Press SELECT during play to return to the Main Menu.
Now enter: ↑, ↓, ←, →, ↑, ←, ↓, ◎.
Bear in mind that this cheat only works once you've got past the first Chapter of Part One.

MDK2: ARMAGEDDON

INVINCIBILITY

Pause the game at any time, then hold L2 + R2 and press ↑, ↑, ↓, ↓, ←, ←, →, →, ⊡, ◬, ⊡, ◬. Then finally hold down y until the pause screen disappears and you will instantly become invincible.

SLOW MOTION MODE

Begin a new game with Max and then hold R2 and press ↑, ↑, ↑, ↑. The action will now be slower.

KURT IN BOXER SHORTS

At the main menu, hold L2 + R2 and press ⊡, ⊡, ◬, ⊡. Kurt will now appear in the game in only his pants!

MEDAL OF HONOR: FRONTLINE

Enter any of the following codes on the Password screen in the Options Menu. If the code has worked then the letter keys will

100% GUNISHMENT

MEDAL OF HONOR: RISING SUN

DEFEAT THE YELLOW PERIL WITH THESE CHEATS...

ACHILLES HEAD MODE	MANDARIN
ALWAYS SNIPER MODE	PUFFER
BULLET SHIELD MODE	TANG
PERFECTIONIST MODE	HOGFISH
RUBBER GRENADES MODE	DAMSEL
BIG ARM MODE	SPINEFOOT
HAT MODE	SEAHORSE
SILVER BULLET MODE	TILEFISH
UNLIMITED AMMO	GOBY
UNLOCK ALL MISSIONS	BUTTERFLY
ALL REPLAY ITEMS	GARIBALDI

flash green. Now go to the Bonus section and from here you can toggle the cheats on or off.

Mohton Torpedo	TPDOMOHTON
Silver Bullet:	WHATYOUGET
Bullet Shield:	BULLETZAP
Perfectionist:	URTHEMAN
Invisible Enemy:	WHERERU
Achilles Head:	GLASSJAW
Rubber Grenades:	BOING
Men With Hats:	HABRDASHR
Get Gold Star:	MONKEY
Snipe-O-Rama:	LONGSHOT

We have also hunted down a Master Code that unlocks all missions, cheats and extras in the blink of an eye. Simply go to the 'Passwords' screen in Options and enter DAWOIKS. If the code has worked then the keyboard of the enigma code machine will flash green and you'll notice that all of the missions have been magically completed (with Gold Star ratings) and all of the cheats in the 'Bonus' section are unlocked. To access the 'Extras' film reels in the 'Gallery', simply highlight the box of mission reels and press START and you'll be able to view several behind the scenes shorts. Now you can skip that mission where the nasty Germans have had you pinned down for an eternity and get on with the small feat of liberating Europe single-handed.

MEN IN BLACK 2: ALIEN ESCAPE

Enter any of the following codes on the 'Press Start' screen and the lettering will flash to confirm it has been correctly entered.

Invincibility
→, ⊗, R1, △, ↑, L2, ⊗, ←, L1, ◎, ⊗, R2
All weapons
↑, ↓, ⊗, ⊡, R1, △, △, ←, ◎, L1, L1, →
Level select
R2, △, ←, ◎, ⊡, L2, ←, ↑, ⊗, ↓, L2, ⊡
Full bolt
←, →, ↑, ↓, L1, ◎, △, R2, ←, ↓, ⊡, ⊡
Full spread
L2, R1, ◎, L2, ↓, ↑, L1, → ,← , ⊗
Full homing
→, ↑, ⊡, L1, ←, ←, L1, ←, ◎, ←
Full beam
←, ◎, △, →, L1, ⊡, ←, R1, R1, △
Full area effect
←, ⊗, △, ↑, ⊗, ↓, ⊡, L2, ←, R2
No power-up drops
↓, ↑, ⊗, ⊡, ↓, ↑, ⊗, ⊡, L1, L2, ⊡, ◎
Boss mode
R1, △, ↓, ↓, ⊗, L2, ←, ⊡, →, △, R2, L1
Training missions
⊡, ↑, L2, ←, △, ⊗, R2, ◎, →, R1, ⊡, ◎
Agent data
↑, ↓, ◎, R2, ←, L2, →, ⊗, R2, ⊡, ↑, R1
Alien data
⊡, L1, ◎, L2, ↓, △, R1, →, ⊗, ←, R2, △
'Making Of' feature
◎, R2, L2, ◎, △, ↓, ⊡, ⊗, →, L1, ⊗, ↑

SNAKES ALIVE

METAL GEAR SOLID 2: SUBSTANCE

THE BEST METAL GEAR GAME YET. AND ALL THE SNEAKY THINGS YOU CAN DO IN IT.

Just in time for Easter, a selection of delicious eggs for Snake's sneaky compendoium! Simply complete the game under the following conditions to reap these rewards

PHOTOGRAPH MODE
Complete Bomb Disposal, Hold Up and Eliminate Modes

CASTING THEATRE OPTION
Complete Sons Of Liberty on any difficulty

NINJA RAIDEN
Complete 50% of the VR missions as Raiden

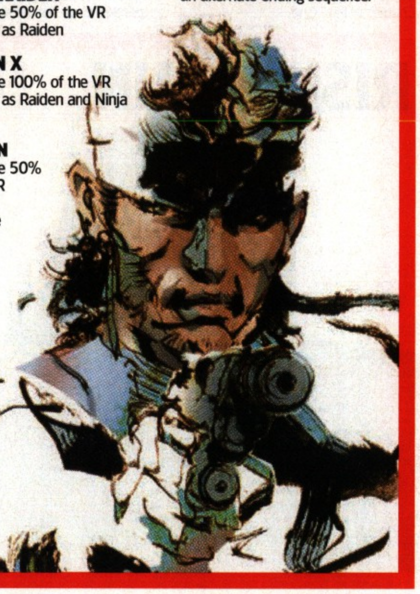
RAIDEN X
Complete 100% of the VR missions as Raiden and Ninja Raiden

PLISKIN
Complete 50% of the VR missions as Snake

TUXEDO SNAKE
Complete 100% of the VR missions as Pliskin

ORIGINAL SNAKE
Complete 100% of the VR missions as Snake, Pliskin, Tuxedo
Snake, Raiden, Ninja Raiden and Raiden X.

ALTERNATE ENDING SEQUENCE
Successfully complete a Snake Tale to unlock the M9, then use the M9 to stun the bosses instead of killing them to view an alternate ending sequence.



MICRO MACHINES

MICRO SOCCER
Find the three hidden stars located in Beachside GP in Single Player Mode. They are located (1) to the left outside of the submarine helmet, (2) behind the sand castle before the beach ball and (3) underneath the first jump at the very beginning.

MICRO MARBLE
Find the three hidden stars located in 911: Emergency GP (1) at the first sewerage drain to the right at the start, (2) among the group of boxes close to the start, and (3) behind a wall after going down a flight of stairs.

BIG HEADS
Find the three hidden stars located in This Ol' House GP in Single Player Mode. They are located (1) behind the jack-in-the-box close to the start, (2) in a bon-bon located on the wooden planks above where it's possible to see the man taking a bath down below, and (3) in a pipe that is located directly after the big spider – the star should be to the right straight after you go through the pipe.

MIRROR TRACKS
Find the three hidden stars located in Toy Town Sci Fi GP in Single Player Mode. They are located (1) after the first teleport go left, there should be one located on underneath a pipe and next to a cup, (2) after going through the first teleport, another star is located to the right on a arm of a chair, and (3) a star is located behind a pillar to the right of the speed up.

CONCEPT ART
Find the three hidden stars located in Jungle Jamboree GP in Single Player Mode. They are located (1) behind the first jump, (2) after passing the first check point do a 90° left turn and go in the square hole that is covered in fire (a short cut), and after going through the short cut go ahead a bit more, and (3) the last one should be visible behind a broken statue head lying on the ground.

COLOUR TINT
Find the three hidden stars located in Hoedown GP in Single Player Mode. They are located (1) in the first party popper after going up the conveyer belt, (2) underneath the tapping foot of the woman with hairy legs, and (3) at the end of driving the hay bails road drop down slowly and land on the hay bail – below that is another star.

BIRD'S EYE
Find the three hidden stars located in Perilous Places GP in Single Player Mode. They are located (1) behind the grenade immediately after the moving piston, (2) in a lava rock along the lava path, and (3) at the three quarters point of the lap, after going up a hill where there red barrels are around, go to the left and the star should be visible.

EARN THE TEAM
Find the three hidden stars located in Graveyard GP in Single Player Mode. They are located (1) behind a rock just before the bridge with the skeleton, (2) destroy the sail on the coffin path next to the sign 'Bob Fat and Bald 1802-1852' and (3) in a secret short-cut located right of the fast forward power-up after the man in the jail cell.

PAYNE-FUL

MAX PAYNE 2: THE FALL OF MAX PAYNE

BRING ON THE BULLET TIME WITH THESE...

EXTRA DIFFICULTY MODES
Complete the game once to unlock the Hard Boiled (enemies always set to their toughest level) and Dead On Arrival (enemies always set to their toughest level and a limited number of saves per level) difficulty settings.

UNLOCK MINI-GAMES
Complete the game once to unlock the New York Minute and Dead Man Walking mini-games.

ALTERNATE ENDING
Complete the game on the Dead On Arrival difficulty setting.

MIDNIGHT CLUB 2

To enter any of the codes, select Cheat Codes from the Options Mode Menu. Note: Codes are case sensitive – press L2 to toggle between upper and lower case text when inputting them.

rimbuk
Unlocks everything in Arcade Mode (all cities, all vehicles, weapons, no damage, unlimited nitrous).
theCollector
Unlocks all vehicles in Arcade Mode and all available vehicles in Career mode (i.e. not the cop cars or the SLF450x).
pennyThug
Unlocks all cities and vehicles in Arcade Mode.
Globetrotter
Unlocks all cities in Arcade Mode.
immortal
Unlocks weapons (fired with L3 and R3), no damage and unlimited nitrous in Arcade Mode.
savethekids
Unlocks weapons (fired with L3 and R3) in Arcade Mode.
gladiator
Unlocks no damage in Arcade Mode.
carcrobatics
Enhances 'In-Air' control.

CHANGE DIFFICULTY
Enter any of the following codes to change the difficulty of the game if you want a challenge. Zero is the easiest setting and nine is the toughest.

CODE
howhardcanitbe0
howhardcanitbe1
howhardcanitbe2
howhardcanitbe3
howhardcanitbe4
howhardcanitbe5
howhardcanitbe6
howhardcanitbe7
howhardcanitbe8

UNLOCK LA COP CAR
Win all the Los Angeles circuit races in Arcade Mode. It cannot be used in Career Mode.

UNLOCK PARIS COP CAR
Win all the Paris circuit races in Arcade Mode. The Paris cop car cannot be used in Career Mode.

UNLOCK TOKYO COP CAR
Win all the Tokyo circuit races in Arcade Mode. The Tokyo cop car cannot be used in Career Mode.

UNLOCK SLF450X
Win all the circuit races in LA, Paris and Tokyo in Arcade Mode. It can't be used in Career Mode.

MINORITY REPORT

Enter one of the following cheats as a passcode.

Level select
PASSKEY
Level skip
QUITER
All combos
NINJA
All weapons
STRAPPED
Max ammo
MRJUAREZ
Max damage
SPINACH
Extra health
BUTTERUP
Free aim
FPSSTYLE
Pain arenas
MAXIMUMHURT
Armour
STEELUP
Rag doll
CLUMSY
Slow motion
SLIZOMIZO
Bouncy men
BOUNZMEN
Dramatic finish
STYLIN

MR MOSKEETO

We don't know what Eidos were thinking with this really rather odd game, but here are some codes that don't suck!

MOTHER MOSQUITO
On the Character Select Screen, hold L1 and press ↑, →, ←, ↓, ⊡, ⊡, R1, R1, R1. If the code has worked you'll hear a shout.

FATHER MOSQUITO
At the Character Select Screen, enable the Mother Mosquito code. Then, hold L2 and press ↑, →, ←, ↓, ⊡, ⊡, R2, R2, R2. If the code has worked you will hear a shout.

DOCTOR MOSQUITO
At the Character Select Screen hold L2 and press ↑, →, ←, ↓, ⊡, ⊡, R2, R2, R2

HIDDEN GAME
If you get bored of blood sucking in *Mr Moskeeto*, then we've got the buzz on a brand-new game you can unlock from within. To access it, plug in a second controller and hold START + SELECT on it after turning on the PS2. When the game eventually loads, a new mini-game will have replaced the mosquito madness in which two players battle it out to ram each other off a cliff using bicycles. Yes, it is as odd as it sounds! You can push ⊡ to move forward, ⊗ to jump and, when your power meter is full, you can also press △ to unleash a super charge attack. Another way to access this game is to hold L2 and continuously rotate the Right analogue stick clockwise at the title screen, but however you access it, you'll wish you hadn't! Fun for aproximately one minute!

MUSIC 3000

EXTRA SKIN 1
SELECT, ←, →, ←, →, ←, →, ←, →, ←, →, ←, →

EXTRA SKIN 2
SELECT, ←, ←, →, →, ←, ←, →, →, ←, ←, →, →

EXTRA SKIN 3
SELECT, ←, ←, ←, →, →, →, ←, ←, ←, →, →, →

EXTRA SKIN 4
SELECT, ←, ←, ←, ←, →, →, →, →, ←, ←, ←, ←

FREE SONG
SELECT, ↑, ↓, ←, →, ↑, ↓, ←, →, ↑, ↓, ←, →

N IS FOR...

NBA HOOPZ

Go to the Vs Option and enter these codes just before the game begins and you'll be treated to some out of the ordinary court action:

Infinite turbo
⊡, ⊡, ⊡, ⊗, ◎, ◎, ↑
No goal tending
⊡, ⊡, ⊡, ⊡, ⊗, ⊗, ⊗, ⊗, ◎, ◎, ◎, ◎, ←
Tiny heads
⊡, ⊡, ⊡, ⊗, ⊗, ⊗, ←
No fouls
⊡, ⊡, ⊗, ⊗, ◎, ◎, →
Tiny players
⊡, ⊡, ⊡, ⊡, ⊡, ⊗, ⊗, ⊗, ⊗, ◎, ◎, ◎, ←
Granny shots
⊡, ⊗, ⊗, ◎, ←
Beach court
⊗, ⊗, ◎, ◎, ◎, ←
Street court
⊡, ⊡, ⊡, ⊗, ⊗, ←
No hotspots
⊡, ⊡, ⊡, ◎, ↑
Show shot %
⊗, ◎, ↓
Show hotspot
⊡, ⊗, ↓
Big heads
⊡, ⊡, ⊡, →
ABA ball
⊡, ⊗, ◎, →
Midway uniform
◎, ◎, ◎, ◎, →
Home uniform
⊗, ◎, ◎, ◎, ◎, →
Away uniform
⊗, ⊗, ◎, ◎, ◎, ◎, →
Alternate uniform
⊗, ⊗, ⊗, ◎, ◎, ◎, ◎, →

NBA STREET

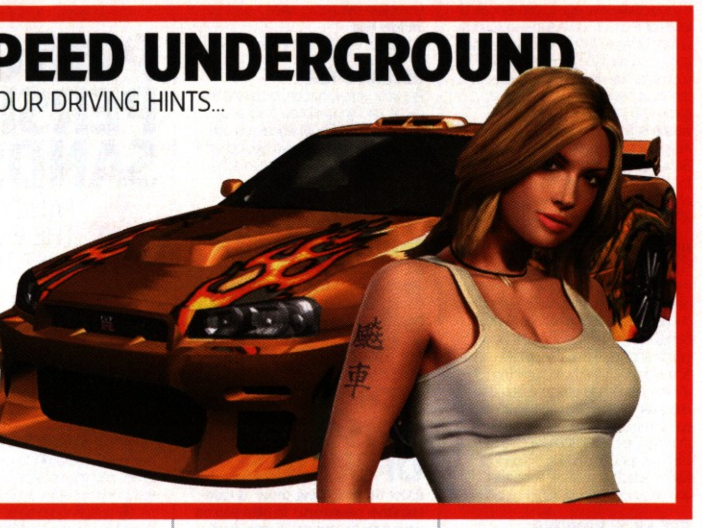
CHEAT MODE
Enter the following icons as codes to accessed the desired cheat in the main game...

No turbo
Deck/Mic/Mic/Board
Authentic uniforms
Ball/Ball/Deck/ Deck/Up
Casual uniforms
Deck/Deck/Ball/ Ball/Up
ABA Socks
Mic/Mic/Mic/Mic/Up
Tiny players
Mic/Ball/Mic/Ball/Up
Big heads
Mic/Deck/Shoe/ Deck/Up
Tiny heads
Mic/Shoe/Ball/ Shoe/Up
Less blocks
Board/Deck/Shoe/ Board/Up
Less steals
Board/Deck/Mic/ Ball/Up
No player indicators
Mic/Ball/Ball/Mic/Up
No shot indicator
Mic/Board/Shoe/ Mic/Up
No shot clock
Mic/Mic/Ball/ Board/Up
No alley-oops
Board/Mic/Deck/ Shoe/Up
No two-pointers
Board/Board/Ball/ Board/Up
No auto replays
Deck/Shoe/Deck/ Deck/Up
WNBA Ball
Ball/Deck/Shoe/ Ball/Up
EA Big Ball
Ball/Deck/Mic/ Ball/Up
Beach ball
Ball/Deck/Deck/ Shoe/Up
Football
Ball/Shoe/Deck/ Ball/Up

NITRO-PACKED

NEED FOR SPEED UNDERGROUND

GET GO FASTER STRIPES WITH OUR DRIVING HINTS...



UNLOCK ALL CIRCUIT TRACKS
Press ↓, R1, R1, R1, R2, R2, R2, □ at the Main Menu.

UNLOCK ALL SPRINT TRACKS
Press ↑, R2, R2, R2, R1, ↓, ↓, ↓ at the Main Menu.

UNLOCK ALL DRAG TRACKS
Press →, □, ←, R1, □, L1, L2, R2 at the Main Menu.

UNLOCK ALL DRIFT TRACKS
Press ←, ←, ←, ←, →, R2, R1, L2 at the Main Menu.

ENABLE DRIFT PHYSICS FOR ALL RACES
Press R1, ↑, ↑, ↑, ↓, ↓, ↓, L1 at the Main Menu.

ABA Ball
Ball/Deck/Deck/ Ball/Up
Medicine ball
Ball/Deck/Deck/ Board/Up
NuFX ball
Ball/Deck/Board/ Ball/Up
Volleyball
Ball/Deck/Deck/ Mic/Up
Mega dunking
Board/Ball/Deck/ Ball/Up
No dunks
Board/Ball/Deck/ Shoe/Up
More gamebreakers
Deck/Mic/Board/ Shoe/Up
Less gamebreakers
Deck/Board/Mic/ Shoe/Up
No gamebreakers
Deck/Mic/Mic/ Shoe/Up
Springtime Joe 'The Show'
Deck/Deck/Ball/ Deck/Up
Summertime Joe
Deck/Ball/Ball/ Deck/Up
Athletic Joe
Deck/Shoe/Ball/ Deck/Up
Captain Quicks
Board/Ball/Shoe/ Deck/Up
Explosive rims
Deck/Shoe/Mic/ Ball/Up
Harder distance shots
Shoe/Shoe/Board/ Ball/Up
Easy distance shots
Shoe/Deck/Board/ Ball/Up
Ultimate power
Board/Deck/Deck/ Ball/Up
Mad handles
Board/Shoe/Deck/ Ball/Up
Super swats
Board/Board/Deck/ Ball/Up
Sticky fingers
Board/Mic/Deck/ Ball/Up
Player names
Ball/Deck/Shoe/ Board/Up
No HUD display
Deck/Mic/Deck/ Shoe/Up
Disable all cheats
Deck/Deck/Deck/ Deck/Up

NBA SUPERSTARS
Play the City Challenge and defeat any NBA team to unlock players from their roster

BIGGS AND BEACON HILL COURT
Play the City Circuit and reach the Region 1 City Challenge. Defeat Biggs' team to unlock him as a playable character and the Beacon Hill court.

BONAFIDE AND BROAD STREET COURT
Play the City Circuit and reach the Region 2 City Challenge. Defeat Bonafide's team to unlock him as a playable character and Broad Street as a new court to play on.

DRAKE AND THE YARD COURT
Reach the Region 3 City Challenge. Defeat Drake's team to unlock him and the Yard court.

DJ AND VENICE BEACH COURT
Play the City Circuit and reach the Region 4 City Challenge. Defeat DJ's team to unlock him as a playable character and you'll also unlock the Venice Beach court.

TAKASHI AND YAKATOMNI PLAZA COURT
Play the City Circuit and reach the Region 5 City Challenge. Defeat Takashi's team to unlock him as a playable character and the Yakatomni Plaza court.

STRETCH AND RUCKER PARK COURT
Play the City Circuit and reach the Region 2 City Challenge. Defeat Stretch's team to unlock him as a playable character and the Rucker Park court.

SSX SNOWBOARDING TEAM
To unlock the hidden SSX team, simply get ten wins in any of the in-game modes.

3LW TEAM
To unlock the hidden 3LW team, simply get 20 wins in any of the in-game modes.

NYC LEGENDS TEAM
To unlock the hidden NYC Legends team, simply get 30 wins in any of the in-game modes.

STREET LEGENDS TEAM
Win the City Circuit to unlock the Street Legends team. This comprises of Biggs, Bonafide, Drake, DJ, Takashi, Stretch and the great 'air' man, Michael Jordan himself!

TEAM DREAM
Win Hold The Court Mode by completing all of the objectives to unlock a hidden team.

NEED FOR SPEED: HOT PURSUIT 2

Get your sweaty mitts on a garage full of hot new motors, simply by entering any of the following codes at the Main Menu. Be warned though, you cannot save any of these ill-gotten beasts.

Aston Martin V12 Vanquish
R2, →, R2, →, △, ←, △, ←
BMW Z8
□, →, □, →, R2, △, R2, △
Chevrolet Corvette Z06
←, R2, ←, R2, L1, R1, L1, R1
Ferrari 360 Spider
R2, □, R2, □, △, L2, △, L2
Ferrari F50
L1, △, L1, △, →, L2, →, L2
Ferrari F550
L1, □, L1, □, →, R1, →, R1
Ford Pursuit Mustang Cobra R
←, □, ←, □, R2, R1, R2, R1
Ford TS50
→, ←, →, ←, R2, □, R2, □
HSV Coupe GTS
L1, L2, L1, L2, R1, △, R1, △
Lamborgini Diablo 6.0 VT
→, R2, →, R2, R1, L1, R1, L1
Lotus Elise
△, R2, △, R2, ←, □, ←, □
McLaren F1
△, L1, △, L1, R1, ←, R1, ←
McLaren F1 LM
□, L1, □, L1, △, →, △, →
Mercedes CLK GT
R2, R1, R2, R1, ←, △, ←, △
Porsche Carrera G
←, →, ←, →, R1, R2, R1, R2

NFL QUARTERBACK CLUB 2002

UNLOCK STEVE YOUNG
Throw in excess of 5,100 yards with any single quarterback in a single season.

UNLOCK TROY AIKMAN
Beat seven of your adversaries in the Quarterback Challenge.

UNLOCK DAN MARINO
Throw in excess of 50 touchdown passes in one season with one quarterback.

UNLOCK BOOMER ESIASON
Throw 15 passes to the same team mate in the same game.

UNLOCK BERNIE KOZAR
Make five scoring passes with the same quarterback in the same match.

UNLOCK JIM EVERETT
Set a new all-time record in the Quarterback Challenge.

UNLOCK JOHN ELWAY
This legend is unlocked by rushing 2,000 yards with a single player in a single season.

UNLOCK JIM KELLY
Attempt at least 20 passes in a game and get a Quarterback rating of 105.

UNLOCK PHIL SIMS
Notch 500 passing yards in a single game.

NHL 200

SUPER DEFENSE
Enter the Create-A-Player screen and enter the names Sandis Ozolinsh, Chris Pronger or Scott Hannan. Enter 'Yes' to use their ratings and then adjust them accordingly.

SUPER OFFENSE
Enter the Create-A-Player screen and enter the names Peter Forsberg, Jaromir Jagr, Keith Tkachuk, Pavel Bure, Steve Yzerman, Owen Nolan, Rob Blake, Eric Lindros or Nicklas Lidstrom. Enter 'Yes' to use their ratings and then adjust them accordingly.

SUPER GOALIE
Enter the Create-A-Player screen and enter the names Patrick Roy, Dominik Hasek, Ed Belfour or Olaf Kolzig. Enter 'Yes' to use their ratings and then adjust them accordingly.

NO-ONE LIVES FOREVER

Highlight the 'Load Game' Option at the Main Menu, then hold L3 + R3 and press ✕ to enter the 'Select Mission' screen. From here you can choose any starting point for any mission, including debriefing and training. When you're done, simply press △ to exit.

O IS FOR...

ONIMUSHA 2

UNLOCK EASY MODE
Start a game and die three times in a row. If done correctly, a new easy difficulty setting will become available. You can't get an Onimusha rank though.

UNLOCK HARD MODE
Complete the game on the Normal difficulty setting.

EASY GOLD AND SOULS
On the path before the Gold Mine, you will be attacked by some of Nobunaga's guards. Kill them and pick up the gold and souls that they drop. You can repeat it.

OBTAINING THE HEALING STONE
If you find yourself with an absolute abundance of gold, buy all the items from the shop in the town. Once you've completed the hefty

HAVING A BALL

PRO EVOLUTION SOCCER 3

THE REAL TEAM NAMES. SNEAKY STAT INCREASING. AND THE CLASSIC TEAMS. HERE NOW.

To Increase/Decrease all player's abilities by five points, select Edit Mode, choose Edit Player and then Enter Number. Input any of the following codes to +/- all player's abilities from the relevant team. Codes can be input multiple times.

INTERNATIONAL TEAMS

TEAM	+ 5	- 5
Austria	1000	2000
Belgium	1001	2001
Bulgaria	1002	2002
Croatia	1003	2003
Czech Republic	1004	2004
Denmark	1005	2005
England	1006	2006
Finland	1007	2007
France	1008	2008
Germany	1009	2009
Greece	1010	2010
Hungary	1011	2011
Ireland	1012	2012
Italy	1013	2013
Netherlands	1014	2014
Northern Ireland	1015	2015
Norway	1016	2016
Poland	1017	2017
Portugal	1018	2018
Romania	1019	2019
Russia	1020	2020
Scotland	1021	2021
Serbia and Montenegro	1022	2022
Slovakia	1023	2023
Slovenia	1024	2024
Spain	1025	2025
Sweden	1026	2026
Switzerland	1027	2027
Turkey	1028	2028
Ukraine	1029	2029
Wales	1030	2030
Cameroon	1031	2031
Egypt	1032	2032
Morocco	1033	2033
Nigeria	1034	2034
Senegal	1035	2035
South Africa	1036	2036
Tunisia	1037	2037
Costa Rica	1038	2038
Jamaica	1039	2039
Mexico	1040	2040
United States	1041	2041
Argentina	1042	2042
Brazil	1043	2043
Chile	1044	2044
Colombia	1045	2045
Ecuador	1046	2046
Paraguay	1047	2047
Peru	1048	2048
Uruguay	1049	2049
China	1050	2050
Iran	1051	2051
Japan	1052	2052
South Korea	1053	2053
Saudi Arabia	1054	2054
Australia	1055	2055
Classic Argentina	1056	2056
Classic Brazil	1057	2057
Classic England	1058	2058
Classic France	1059	2059
Classic Germany	1060	2060
Classic Italy	1061	2061
Classic Netherlands	1062	2062

CLUB TEAMS

TEAM	+ 5	- 5
Bruxelles (Anderlecht)	1063	2063
Prague (Sparta Prague)	1064	2064
North London (Arsenal)	1065	2065
WM Village (Aston Villa)	1066	2066
Lancashire (Blackburn)	1067	2067
West London Blue (Chelsea)	1068	2068
Merseyside Blue (Everton)	1069	2069
West London White (Fulham)	1070	2070
Yorkshire (Leeds United)	1071	2071
Merseyside Red (Liverpool)	1072	2072
Lloyd (Manchester City)	1073	2073
Trad Bricks (Man United)	1074	2074
Tyneside (Newcastle United)	1075	2075
North East London (Spurs)	1076	2076
East London (West Ham)	1077	2077
Azur (Monaco)	1078	2078
Bourgogne (Auxerre)	1079	2079
Aquitaine (Bordeaux)	1080	2080
Rhone (Olympique Lyonnais)	1081	2081
Languedoc (Marseille)	1082	2082
Ile de France (Paris St. Germain)	1083	2083
Nord (RC Lens)	1084	2084
Rhein (Bayer Leverkusen)	1085	2085
Rekordmeister (Bayern Munich)	1086	2086
Westfalen (Borussia Dortmund)	1087	2087
Hanseaten (Hamburg)	1088	2088
Hauptstadt (Hertha Berlin)	1089	2089
Ruhr (Schalke 04)	1090	2090
Weser (Werder Bremen)	1091	2091
Peloponnisos (Olympiakos)	1092	2092
Athenakos (Panathinikos)	1093	2093
AC Milan (AC Milan)	1094	2094
AS Rome (AS Roma)	1095	2095
Emilia Sud (Bologna)	1096	2096
Longobardi (Brescia)	1097	2097
Veneto (Chievo)	1098	2098
Lombardia (Internazionale)	1099	2099
Juventus (Juventus)	1100	2100
Lazio (Lazio)	1101	2101
Parma (Parma)	1102	2102
Umbria (Perugia)	1103	2103
Abruzzi (Udinese)	1104	2104
Museumplein (Ajax)	1105	2105
Feyenoord (Feyenoord)	1106	2106
Stadhuisplein (PSV Eindhoven)	1107	2107
Lisbonera (Benfica)	1108	2108
Puerto (Porto)	1109	2109
Esportiva (Sporting Lisbon)	1110	2110
Valdai (Spartak Moscow)	1111	2111
Old Firm Green (Celtic)	1112	2112
Old Firm Blue (Rangers)	1113	2113
Manzanares (Athletico Madrid)	1114	2114
Guadalquivir (Real Betis)	1115	2115
Galicia Sur (Celta Vigo)	1116	2116
Galicia Norte (Deportivo La Coruna)	1117	2117
Cataluna (Barcelona)	1118	2118
Chamartin (Real Madrid)	1119	2119
Donosti (Real Sociedad)	1120	2120
Naranja (Valencia)	1121	2121
Constantinahce (Fenerbahce)	1122	2122
Byzantinobul (Galatasary)	1123	2123
Marmara (Dynamo Kiev)	1124	2124
PES United	1125	2125
WE United	1126	2126
Other (Freelance Players)	1127	2127

MASTER CODE

TEAM	+ 5	- 5
All teams	1999	2999

FAMOUS RELATIVES WOT WE GOT

As if we weren't famous enough! Er, right? No? No one? Oh. Well, here they are: famous people who don't bear our name but who we're related to. In some way. Distantly.

1. TOM 'MAYO'

The only one of us who actually has the same name as their 'famous' family member, Tom is related to – yes! – Radio 2 DJ Simon. Second cousins, in fact. Says Tom: "I called him Simes. And he never called."

2. STEVE

Apparently related to Jane Horrocks of *Little Voice* and Tesco's advert fame. Suspicions started emerging after he casually altered a "she's my cousin" comment to "she's a distant cousin of some kind". Possible explanation: Steve is her stalker.

3. TIM

Having researched his family tree, Tim confidently claims he's related to legendary US president Abraham Lincoln. "He was born in Somerset," reckons Tim, despite the fact that Abe was actually born in Kentucky.

4. MATT

Just like the guy from *I Know What You Did Last Summer*, Matt's great grandfather had a hook for a hand. "And a beard too," says Cundy.

5. RICH

Related to Robin Hood, apparently.

transaction, talk to the shop keeper again to receive the Healing Stone.

ONI

MASTER CODE

At any time during play, press SELECT. Highlight 'Help' and then press L2, L1, L2, □, ○, □. Although there is no confirmation that the code has worked, you will now be able to enter any of the following sub-codes. The Master code must be re-entered before each new code is entered.

Unlimited ammo
L2, L2, L1, L3
Ballistic ammo
○, ○, ○, R3
One-hit kills
L3, R3, ○, □
Tiny characters
L3, R3, □, ○
Big characters
R3, □, ○, L3
Big heads
START, □, ○, START
Gatling guns
L2, L2, L1, L3
Unlimited Phase Cloak
L1, R3, L2, L3

CHARACTER SELECT

Enable the Master code and then press L2, L2, L2, L2. A sound will confirm that the code has been entered correctly. Keep pressing L2 to cycle through the characters available on the current level, each of which has special moves that are different than Konoko's. This mode is all that remains of the deathmatch mode which was removed prior to the game's release.

ONIMUSHA WARLORDS

UNLOCK ONI SPIRITS

Successfully complete the game having collected all 20 Fluorites and then save. Now go to the 'Special Feature' option on the Main Menu and a new option called 'Oni Spirits' is available. In this 12-level sub-game, you must smash a certain amount of vases before your unsavory enemies and before your energy/timer runs out.

UNLOCK ULTIMATE MODE

If you actually manage to conquer all 12 levels of the Oni Spirits sub-game, you'll unlock Ultimate Mode. Start a new main game and you'll be asked to choose your style from Normal to Ultimate. In this great new mode, you start the game with infinite ammo for all weapons, limitless sword magic, 99 Soul Absorbers and, best of all, the Bishamon Sword – the best weapon in the game that has the combined power of your three standard swords and can kill most enemies with a single swipe!

UNLOCK EXTRA COSTUMES

Successfully complete the game with at least ten Fluorites and save. When you begin a new game you will be asked to choose between Normal and Special Samanosuke. Choose the new latter option and you'll play the entire adventure with the hero bumbling around in a panda costume. You can press L2 to raise and lower your mask.If you complete the game with an 'S' ranking, then you'll also unlock a new costume for Samanosuke's sidekick, Kaede, which consists of a red skirt complete with little wings and a tail!

GET AN 'S' RANKING

Anyone that's played a Resident Evil game will be familiar with the ranking system – although in this game the time you take to complete it isn't a deciding factor. Basically, you must complete the game only saving once, collect all 20 Fluorites along the way, only use healing herbs and never medicine and absorb a shedload of souls. As time isn't important, we recommend you revisit heavily populated areas where the monsters respawn frequently and take time to repeatedly masacre them. The more souls you absorb, the better the chances of getting the top ranking are!

P IS FOR...

PARAPPA THE RAPPER 2

DIFFERENT HATS

Blue Hat
Complete the game once
Pink Hat
Complete the game twice
Yellow Hat
Complete the game thrice

RECORD SHOP

Put your yellow hat on, complete the game, and you will now have access to the Record Shop, where you can body pop to the music of your choice until all of your limbs begin to ache.

POLAROID PETE

BONUS LEVELS

Play the Fairground level and take a photograph of the elephant trunk that pops out of the tent behind the train to unlock a hidden bonus level. Then, take a photograph of the roller coaster while it's doing a loop to unlock another hidden bonus level.

PRISONER OF WAR

Enter the following codes as case-sensitive passwords to help you on your way as you make your own great escape:

All levels unlocked
ger1eng5
No levels unlocked
defaultm
All daily events
alltimes
All core events
coretimes
No core events except current
farleymydog
First person view
Boston
Overhead view
Foxy
Unlimited money or rocks
Dino

UNKNOWN CODES

The following codes can be inputted as case-sensitive passwords , we just have no idea what they do.
Unknown code #1
Dt
Unknown code #2
TogsavecanO

NEW OPTIONS

Enter the following case-sensitive passwords to unlock new modes that toggle new effects in the game...

Change guard size
Size
Muffin
Change guard awareness
Awareness
Quincy
Cannot be shot
Defiance
Defiance

PRO EVOLUTION SOCCER

There's loads of teams to unlock in PES and here's how you do it:

Classic Holland
Win the European Cup with Holland
Classic Germany
Win the European Cup with Germany
Classic Europe
Win the European Cup
Classic Brazil
Win the American Cup with Brazil
Classic Argentina
Win the American Cup with Argentina
Europe All Stars
Win the International Cup with France
World All Stars
Win the International League

TWO-PLAYER MASTER LEAGUE CO-OP

Unbeknown to many (and us until recently) there is a method to enable two players to participate in a co-operative Master League season in the definitive PS2 footie game. Here's how... When the game has loaded, proceed to 'Match Mode', using controller one only, and select 'Club Teams.' Now, still using controller one, select controller two as the 'Away Team,' then press △ to cycle back a screen and then select 'Club Teams' again. Don't change anything and use the △ button to go back to the Main Menu. Now load up a Master League save (this trick doesn't work if you attempt to start a new league) and then at the set up screen, where you can choose your squad prior to the game starting, select 'Cont. Options.' Move controller two across so that you're both on the same team.

PRO EVOLUTION SOCCER 2

Here are all the hidden extras in PES2 and how to unlock them.

Classic Argentina
win the South American Cup with Argentina.

Classic Brazil
win the South American cup with Brazil.

Classic England
win the European Cup with England.

Classic France
win the European Cup with France.

Classic Germany
win the European Cup with Germany.

Classic Netherlands
win the European Cup with Netherlands.

Classic Italy
win the European Cup with Italy.

European All Stars
win the International Cup with anyone.

World All Stars
win the International League with anyone.

Acheive a Fantastic rating in each training discipline to unlock out of contract star players for use in the Master League.

Win Master League Division One to unlock more players.

PRIMAL

Hold L1 + L2 + R1 + R2 for about five seconds at the Main Menu, Bonus Materials Menu, or Options Menu to display the code entry screen. Highlight one of the 'A' letters in a code, then hold ✕ and press ← or → to change it. Press □ to accept the completed code. Press △ to exit the code entry screen.

Invulnerability
DEMONISE
Solum scenes
SNOWFLIGHT
Aquis scenes
CHARYBDIS
Aetha scenes
FLINTLOCK
Volca scenes
SUNSTONE
Tarot Gallery
ARCANUM
Easy Kill
MORTIFIC
Bonus A
SEABREEZE
Bonus B
AURORA
Bonus C
PSYCHOSIS
Bonus D
MIRRORY
Bonus E
ASCENDENT

PROJECT ZERO

TRUE ENDING

Only by completing the game on the Nightmare difficulty setting can you view the true ending. And that means that you must start from the beginning and not use the Chapter Selection Option (see below) to start on 1st Night, 2nd Night, 3rd Night, or Final Night. If you start from either of these Nights, you'll not see the true ending when you complete the game. So there. What is the 'true' ending? Well, that would be spoiling things!

UNLOCKABLE EXTRAS

By completing the game on various difficulty settings, you'll unlock the following new features...

Feature	Mode	Setting
Battle Mode	Story	Any
Nightmare Mode	Battle	Any
Chapter Selection	Story	Any
Nightmare Ghost List	Story	Any
New Costumes	Story	Any
Sound Test	Story	Any
Special Function	Story	Any

Q IS FOR...

QUAKE III REVOLUTION

LEVEL SKIP

At any point during a game, hold R1 + R2 + L1 + SELECT and press ✕, ○, □, △, ✕, ○, □ and △. If it's been entered correctly, you'll hear a sound and automatically win the match.

R IS FOR...

RAYMAN M

A feast of cheats for the armless hero!

ALL CHARACTERS

Enter PUPPETS as a name, then press L2 + ○ + □ to enter it. A sound will confirm correct code entry.

ALL LEVELS

Enter ALLRAYMANM as a name, then press L2 + ○ + □ to enter it. A sound will confirm correct code entry.

ALL BATTLE LEVELS

Enter ALLFISH as a name, then press

PRINCELY

PRINCE OF PERSIA: THE SANDS OF TIME

FANCY TAKING A TRIP BACK TO THE OLD SCHOOL? HERE WE HAVE JUST THE TICKET.

UNLOCK CLASSIC PRINCE OF PERSIA MINI-GAME

Complete the game once.

GUNNERY

RATCHET & CLANK

GET IT ALL WITH OUR HANDY GAME-CRACKERS...

Insomniac puts fellow platform producers, Naughty Dog, to shame with this collection of complete-it-first-then-piss-around codes. After defeating Drek, go to the 'Goodies' menu and execute one of the following combos for the desired effect.

BIG HEAD MODE FOR RATCHET

Press Flip Back (x3), Full Second Crouch, Stretch Jump, Full Second Glide.

BIG HEAD MODE FOR CLANK

Press Flip Back, Hyper-Strike, Comet-Strike, Double Jump, Hyper-Strike, Flip Left, Flip Right, Full Second Crouch.

BIG HEAD MODE FOR ENEMIES

Press Stretch Jump, Flip Back (x3), Stretch Jump, Flip Back (x3), Stretch Jump, Flip Back (x3), Full Second Crouch.

BIG HEAD MODE FOR NPCS

Press Flip Left, Flip Right, Flip Back (x3), Comet-Strike, Double Jump, Comet-Strike, Hyper-Strike.

TEMPORARY INVINCIBILITY WHENEVER HEALTH IS FULL

Press Comet-Strike (x4), Flip Back, Full Second Crouch, Flip Back, Full Second Crouch, Comet-Strike (x4). You will gain about thirty seconds of invincibility whenever a Life Blue Ball us collected.

MIRRORED LEVELS

Press Flip Left (x4), 3-Hit Wrench Combo, Hyper Strike, Flip Right (x2), Double Jump, Flip Right (x2), Double Jump, Full Second Crouch.

TRIPPY CONTRAILS

Press Wall Jump (x10), Double Jump, Hyper-Strike. You will see an effect behind you during rail slides.

L2 + ◎ + ▣ to enter it. A sound will confirm correct code entry.

ALL RACE LEVELS

Enter ALLTRIBES as a name, then press L2 + ◎ + ▣ to enter it. A sound will confirm correct entry.

ALL SKINS

Enter CARNIVAL as a name, then press L2 + ◎ + ▣ to enter it. A sound will confirm correct code entry.

RAYMAN REVOLUTION

UNLOCK CHEATS MENU

In the game, go to any map except for the first and enter the Options menu. Now select the Sound menu, highlight 'Mute', hold L1 + R1 and press L2, R2, L2, R2, L2, R2. If entered correctly, a new Cheat menu will appear.

UNLOCK MULTIPLAYER MAPS

Go to the first map and enter the Options screen. Select Language, then Voices and highlight the 'Raymanian' voice. Hold L1 + R1 and press L2, R2, L2, R2, L2, R2. If done correctly, three new multiplayer maps will be unocked.

BABY SOCCER NAMES

Check out the hidden Baby Soccer multiplayer game (see above cheat to find out how to unlock it) hold L1 + R1 and press L2, R2, L2, R2, L2, R2. The name'll appear above heads.

READY 2 RUMBLE BOXING: ROUND 2

MASTER CODE

At the Character Select Screen, press ←, →, ←, ←, →, ↑, ↓, R1, R1, R1, R1, R1, R2. If the cheat has worked then all characters and cheats will be unlocked, saving you hours of play.

EXTRA CHEATS

Enter the following codes on the Character Select Screen for the desired effect...

All characters
←, ←, →, R2, ←, →, →, R1x2, R2
Championship costumes
←, ↓, →, →, ↑, R1, R2, R1x20, R2
Holiday costumes
←x2 ↓, →, ↑, R1x8, R2, R1x4, R2
All training
←, ↓, ↑, ↓, ↑, R1x20, R2
New Year's Day secrets
→, ↑, ↓, ↓, ↓, R1, R2
Valentine's Day secrets
→, ↑, ↓, ↓, ↓, R1x2, R2
St Patrick's Day secrets
→, ↑, ↓, ↓, ↓, R1x3, R2
Easter secrets
→, ↑, ↓, ↓, ↓, R1x4, R2
Independence Day secrets
→, ↑, ↓, ↓, ↓, R1x5,R2
Halloween secrets
→, ↑, ↓, ↓, ↓, R1x6, R2
Thanksgiving secrets
→, ↑, ↓, ↓, ↓, R1x7, R2
Christmas secrets
→, ↑, ↓, ↓, ↓, R1x8, R2
Thin boxers
→, →, ↑, ↓, →, R1, R2
Fat boxers
→, →, ↑, ↓, →, R1x2, R2
Faster speed
→, →, ↑, ↓, →, R1x4, R2
Zombie boxers
←, ↑, →, ↓, R1x2, R2
Big gloves
←, →, ↑, ↓, R1, R2

EXTRA CAMERA ANGLES

At the Character Selection Screen, press R1x20, R2, R1, R2, R1x18, R2, R1x9, R2, R1x14, R2, R1x5, R2, R1x9, ←, →, ↑, ↓ and R2. If the code has worked you'll hear a sound. Now play the game, pause at any time and you'll be able to access 15 new camera angles.

VIEW ENDING SEQUENCE

At the Character Selection Screen, press R1x20, R2, R1, R2, R1x18, R2, R1x9, R2, R1x14, R2, R1x5, R2, R1x9, ←, →, ↑, ↓ and R2. If the cheat has worked then you'll hear a sound to confirm.

FULL RUMBLE METER (LEVEL ONE)

Pause the game at any time and press R1, R2, ↓, ↑, ↑, ←, R1, R1, R1, R1.

FULL RUMBLE METER (LEVEL TWO)

Pause the game at any time and press R1, R1, R2, ↓, ↑, ↑, ←, R1, R1, R1, R1, R2.

FULL RUMBLE METER (LEVEL THREE)

Pause the game at any time and press R2, R1, R1, R2, R1, R2, R1, R1, R1, R1, R2, ←, →, ↑, ↓.

UNLOCK FREAK E. DEKE AND MICHAEL JACKSON

At the Character Selection Screen, press R1x13, R2, R1x10, R2. If the code has worked you'll hear a sound and these two characters will instantly appear on the character select screen.

UNLOCK HIDDEN CHARACTERS

To unlock each of the hidden characters manually, you must complete Arcade Mode a certain number of times. Here's all of the secret characters and the number of times you must complete the game to access them...

Character	Xs complete
Freak E. Deke	1
Michael Jackson	2
G. C. Thunder	3
Wild 'Stubby' Corley	4
Shaquille O'Neal	5
Freedom Brock	6
Rocket Samchay	7
Robox Rese-4	8
Bill Clinton	9
Hillary Clinton	10

UNLOCK RUMBLEMAN

To unlock the best character in the game, you must complete Arcade Mode with every character, including the hidden ones and then complete the game once more in Hard Mode.

PS2 DATE COSTUMES

By setting your PS2 system date to certain configurations, you can unlock special seasonal costumes for some of the characters. Here's those all-important dates...

Costume	Date
Joey T's baby suit	01/01/01
Ref's leprechaun suit	17/03/01
Lulu's kinky lovers suit	14/02/01
Mama Tua's bunny suit	23/04/01
G. C. Thunder's Uncle Sam suit	04/07/01
J. R. Flurry's skeleton suit	31/10/01
Selene Strike's elf suit	25/12/01
Rumbleman's snowman suit	25/12/01
Thanksgiving ring	23/11/00

REDCARD

UNLOCK EVERYTHING

To instantly unlock everything in the game, enter BIGTANK as your profile name.

UNLOCK APES TEAM

To unlock the Apes team, conquer the African continent and beat them in World Conquest mode. You will also unlock the Victoria Falls stadium.

UNLOCK DOLPHINS TEAM

To unlock the Dolphins team, conquer the Australian continent and beat them in World Conquest mode. You will also unlock the Nautilus Stadium.

UNLOCK SWAT TEAM

To unlock the SWAT team, conquer the North American continent and beat them in World Conquest mode.

UNLOCK SAMURAI TEAM

To unlock the Samurai team, conquer the Asian Continent and beat them in World Conquest mode. You will also unlock the Youhi Gardens stadium as well for you to play in.

UNLOCK FINALS MODE

To unlock Finals Mode, complete all matches in World Conquest Mode. A new tornament lies in wait to see if you really are a master.

RED FACTION

To get 100% accuracy with any gun in Red Faction, hold ↑ on the d-pad when you shoot – your bullets will always hit their target.

RED FACTION II

The first game contained no cheats whatsoever – at least not any we found – so it seems Volition is making it up to all you code junkies by cramming a shed-load into this explosive sequel. To enter them, simply go to the 'Cheats' screen in the main Options Menu and get tapping.

Unlock all cheats
▣, ◎, △, ◎, ▣, ⊗, △, ⊗
Unlock all options
△, △, ⊗, ⊗, ▣, ◎, ▣, ◎
Level select
◎, ▣, ⊗, △, ▣, ◎, ⊗, ⊗
Super health
⊗, ⊗, ▣, △, ▣, △, ◎
Unlimited ammo
▣, △, ⊗, ◎, ▣, ◎, ⊗, △
Unlimited grenades
◎, ⊗, ◎, ▣, ⊗, ◎, ⊗, ◎
Rapid rails
◎, ▣, ◎, ▣, ⊗, ⊗, △, △
Bouncy grenades
◎, ◎, ◎, ◎, ◎, ◎, ◎, ◎
Gibby explosions
△, ◎, ⊗, ▣, △, ◎, ⊗, ▣
Gibby bullets
◎, ◎, ◎, ◎, △, ⊗, ◎, ◎
Instagib ammunition
⊗, ⊗, ⊗, ⊗, ▣, ◎, ⊗, ⊗
Director's cut
▣, ⊗, ◎, △, ◎, ⊗, ▣, △
Walking dead
⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗
Wacky deaths
△, △, △, △, △, △, △, △
Rain of fire
▣, ▣, ▣, ▣, ▣, ▣, ▣, ▣

REIGN OF FIRE

LEVEL SELECT

At the Main Menu, press ↑, ←, ◎, ◎, ←, ←, ▣, ↓, ↑, ◎ to be able to instantly access any level in the game.

IN-GAME CHEATS

Enter any of the following codes during play...

LEVEL SKIP

▣, △, ←, ↓, →, △, →, ↑, ⊗

INVINCIBILITY

⊗, △, →, ←, ◎, ↑, ↓, ↓, →, ◎, ◎

EXTRA DAMAGE

⊗, △, →, ↑, →, △, ◎, →

BURN EVERYTHING

▣, △, ←, ↓, ▣, ◎

GOAT MODE

△, →, ←, ←, ◎, △, ▣, →, ↑

RESIDENT EVIL CODE: VERONICA X

UNLOCK BATTLE MODE

Successfully complete the game under any difficulty setting. The game will automatically save after the end credits and a new Battle Mode option will be unlocked in the Main Menu. You will also unlock the rather cool first-person view!

UNLOCK STEVE BURNSIDE IN BATTLE MODE

Get the Gold Lugar replica from the basement office on disc two. The correct sequence to open the drawer is: Red, Green, Blue and Bottom.

UNLOCK ALBERT WESKER IN BATTLE MODE

Take Albert Wesker's sunglasses from the floor in the incubation lab after the intermission sequence when playing as Chris. You can also unlock Wesker in Battle Mode by first unlocking Steve Burnside and then finish Battle Mode as Chris with the best grade. He is armed with only a knife and two mixed herbs.

UNLOCK ALTERNATE CLAIRE IN BATTLE MODE

Perform well with the original Claire and get the best ranking to unlock her alter-ego.

UNLOCK ALTERNATE CHRIS IN BATTLE MODE

Complete Battle Mode with Albert Wesker to unlock an alternate version of Chris Redfield.

UNLOCK LINEAR LAUNCHER IN BATTLE MODE

Get an 'A' ranking with Steve Burnside, Chris Redfield and Albert Wesker, plus both versions of Claire Redfield and you'll unlock the Linear Launcher for use in Battle Mode. It will appear in your inventory the next time you play. It's one meaty piece of hardware!

RESIDENT EVIL: DEAD AIM

UNLOCK FONGLING

Complete the game with any rank and start a new game with your completed game data. You will be given the option to play as Fongling. Playing as this new character makes no difference to the gameplay.

REZ

AREA 5

Notch up a 100% rating for Areas 1-4 to unlock this new level.

LOST AREA

Either complete Area 5 or play for over five hours to unlock this.

TRANCEMISSION

Rank top in the Lost Area to unlock this.

BONUS SCORE ATTACK AREAS

These are unlocked by completing Score Attack Mode.

BONUS BEAM TYPES

Complete a combination of Areas in Score Attack Mode. Every five times this is done a new beam type is unlocked.

NEAR VIEW

Get first place in two areas in Score Attack Mode to unlock this new view.

FAR VIEW

Rank first in three areas in Score Attack Mode.

DYNAMIC VIEW

Rank top in four areas in Score Attack Mode.

FIRST-PERSON VIEW

Get first place in five area in Score Attack Mode to unlock this new view.

ZERO FORM & SECOND FORM PLAYER SKIN

Get a 100% rating in any area.

THIRD FORM PLAYER SKIN

Get a ranking of 100% in any two areas or play for over six hours.

SILENT BUT VIOLENT

SILENT HILL 3

BE KING OF THE HILL WITH OUR HANDY HINTS. AND CHEATS.

EXTRA COSTUMES

Complete the game to unlock an 'Extra Costume' option at the Main Menu. Select 'Extra Costume' and enter any of the following case-sensitive codes. Begin a game and equip the new costumes during gameplay.
Note: The Transform Costume appears in your items as a wand.

costume	code
Heather Shirt	HappyBirthDay
Onsen	I_Love_You
Block Head	PutHere2FeelJoy
Don't Touch	TOUCH_MY_HEART
God Of Thunder	GangsterGirl
The Light	LightToFuture
Transience	ShogyouMujou
Killer Rabbit	BlueRobbieWin
Royal Flush	01_03_08_11_12
Golden Rooster	cockadooodledoo
Transform Costume	Princess Heart
Zipper	Shut_your_mouth
GameReactor	SH3_Wrestlarn
Play	sLmLdGhSmKfBfH

EXTRA OPTIONS MENU

Press L1, R1, L2 and R2 together at the Main Menu to unlock Extra Options.

EASIER FIGHTING

Start a game on the Normal fighting difficulty setting (set in the Extra Options Menu). Die twice to unlock a Beginner fighting difficulty setting.

SEMI-NAKED DOUGLAS

Successfully complete the game and return to the Main Menu. Highlight the Extra New Game option and press ↑, ↑, ↓, ↓, ←, →, ←, →, ◎, ⊗. Select a difficulty and riddle level and you should hear a gasp to confirm correct code entry. Douglas will now be minus his shirt and trousers!

SPECIAL WEAPON LOCATIONS

Special Weapons can be unlocked by completing the game. Here's how to unlock the various Special Weapons and where you can find them once they are.

FLAMETHROWER

When playing you must kill most enemies by shooting rather than fighting. If you don't recieve this weapon upon first completion of the game, you will recieve it when completing the game a second time. Once unlocked you can find the flamethrower in Helen's Bakery (where you got the tongs).

BEAM SABER

When playing you must kill more enemies by fighting rather than shooting. If you don't recieve this weapon upon first completion of the game, you will recieve it when completing the game a second time. You can find it at the end of the hallway where the bookstore key was.

GOLD & SILVER PIPES

To unlock these you must throw your steel pipe into the sewers and answer the three questions like so: No, No, Yes.

HEATHER BEAM

Kill at least 333 enemies to unlock this weapon. lit will automatically be equipped when Heather isn't holding another weapon.

INFINITE AMMO SUB-MACHINE GUN

Unlock this by defeating the final boss with a melee weapon. To find the infinte ammo sub-machine gun, go left after escaping through the toilet window.

BEST... CHEATS... EVER

THE SIMPSONS: HIT AND RUN

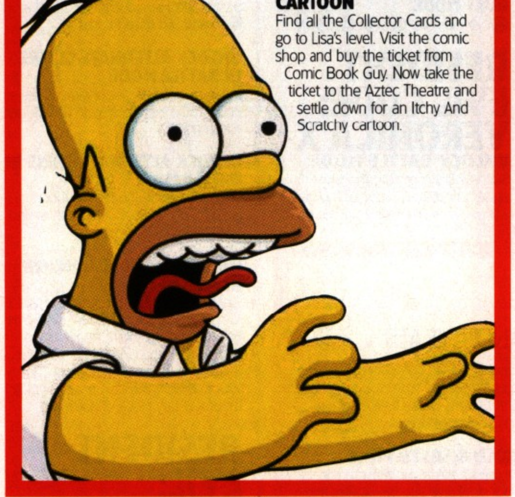
DON'T ITCH, DON'T SCRATCH, JUST REJOICE...

Go to the Options Menu (either in-game or at the Main Menu), press and hold o and u and enter any of the following codes.

CODE	EFFECT
△△□□	Cars explode on impact
△⊗△⊗	Invincible car
△△△	Fast acceleration
□□□□	No top speed
□□□△	Car can jump (press L3)
△△○□	On-screen speedo
○○△□	Change Rocket Car appearance

ITCHY AND SCRATCHY CARTOON

Find all the Collector Cards and go to Lisa's level. Visit the comic shop and buy the ticket from Comic Book Guy. Now take the ticket to the Aztec Theatre and settle down for an Itchy And Scratchy cartoon.



FOURTH FORM PLAYER SKIN

Get a 100% ranking in any three areas or play for over seven hours.

FIFTH FORM PLAYER SKIN

Get a 100% ranking in any four areas or play for over eight hours.

FINAL FORM PLAYER SKIN

Get a 100% ranking in any five areas or play for over nine hours.

MOROLIEN PLAYER SKIN

Get a 100% ranking for every area or play for over ten hours.

BOSS RUSH MODE

Get a 95% ranking in areas 1-5.

IMMORTALITY MODE

Finish the Direct Assault – Trance option in the Beyond Mode Menu.

OVER DRIVE INFINITY:

Rank first in Boss Rush Mode to unlock this bonus extra.

UNLOCK LASERS

To unlock different lasers, play through any combination of levels in Score Attack mode five times and you'll unlock a new laser. Repeat this again and another laser is unlocked. You can play through a total of 30 times to unlock six new lasers!

RIDGE RACER V

HUD DISPLEY

Whilst racing, press and hold SELECT until a box appears in the middle of the screen that shows the amount of pressure being applied to each button. These is also handy as a cornering tool.

UNLOCK DUEL MODE

Finish first in lap and overall times in each of the standard Time Attack GPs to unlock Duel Mode. In this mode, you must race against secret cars which are awarded to you if you beat them.

UNLOCK 99 TRIAL MODE

First things first, you must win the Standard GP mode to unlock all of the reverse tracks. When these are unlocked, you will have to painstakingly race through them all and beat the lap times set by the CPU. Acheive this and 99 Trial Mode will be unlocked. This gruelling race is set over 99 laps of the Sunny Beach course and takes about one and a half hours to complete – not counting tea breaks! Your reward for doing so is a single trophy and a new option that allows you to select your car number. Hmm... Lucky we told you now rather than later.

UNLOCK PAC-MAN MODE

Every time you race, the total distance covered in that race will be added onto an overall figure which is displayed in the top-right corner of the screen before you race. When this total distance exceeds 3000km, you'll unlock Pac-Man mode. In this mode you race as Pac-Man in his little red Namco convertable against four ghosts on mopeds. If you win this race then Pac-Man and the four ghosts will be unlocked for use.

UNLOCK MAXIMUM GP MODE

Win all of the Standard and Extra GPs under the Hard difficulty to unlock the Maximum GP mode.

SECRET CARS

There are four brand spanking new cars which can be unlocked by beating them in Duel Mode.

CAR: Spectre
BEAT: Pluto
COURSE: Above The City
CAR: Crinale
BEAT: Devil
COURSE: Green Field
CAR: Rumeur
BEAT: Spirit
COURSE: Bayside Line
CAR: Angelus
BEAT: Angel
COURSE: Sunny Beach

BATTLE ROYAL

By beating all four opponents in Duel Mode you'll unlock the four new cars above and Battle Royal, which is a straightforward race against all four opponents. If you win you'll be awarded a new special medal.

RYGAR

UNLOCK EASY MODE

Start a game on normal and die three times.

UNLOCK HARD MODE

Complete the game – including Necromandio Cave – on the normal difficulty setting.

UNLOCK LEGENDARY MODE

Complete the game – including Necromandio Cave – on the hard difficulty setting.

UNLOCK ONE WORLD MODE

Complete the game – including Necromandio Cave – on any difficulty setting. This mode allows you to travel to any of the worlds.

UNLOCK PIZZARMOUR

Complete the game under the Normal difficulty setting with a grade D ranking or higher then press L1 when the Tecmo logo appears at the start.

UNLOCK GUITARMOUR

Complete the Necromandio Cave under the Legendary difficulty setting then press R1 and R2 when the Tecmo logo appears at the start of the game.

UNLOCK HAMBARMOUR

Complete the game under the Hard difficulty setting with a grade A ranking or higher then press L2 when the Tecmo logo appears at the start of the game.

UNLOCK ROLFARMOUR

Complete the Necromandio Cave under the Hard difficulty setting then press R2 when the Tecmo logo appears at the start.

UNLOCK SUSHIARMOUR

Complete the game under the Legendary difficulty setting with a S ranking then press L1 and L2 when the Tecmo logo appears at the start.

UNLOCK EUROARMOUR

Complete the Necromandio Cave under the Normal difficulty setting then press R1 when the Tecmo logo appears.

ROCKY

Yo Adriannn... here's some hard-hittin' codes that need to be entered on the main menu after first holding the R1 button.

Double punch damage
→, ↓, ←, ↑, ←, L1
Double speed boxing
↓, ←, ↓, ↑, →, L1
All default boxers and arenas
→, ↓, ↑, ←, ↑, L1
All default boxers, arenas, and Rocky Statue
→, →, →, ←, →, L1
All default boxers, arenas, Rocky Statue, and Mickey
↑, ↓, ↓, ←, ←, L1
Full stats in Tournament and Exhibition modes
←, ↑, ↑, ↓, →, L1
Full stats in Movie mode
→, ↓, ↓, ↑, ←, L1
Win fight in Movie mode*
→, →, ←, ←, ↑, L1

* Press L2 + R2 during a fight in Movie Mode to automatically win.

S IS FOR...

SAVAGE SKIES

All creatures
←, →, ←, ←, →, ⊗
All multiplayer levels
←, →, ←, ←, →, ←, →, ⊗
Invincibility
←, ←, →, →, ↑, ↑, ↑, ↑, ⊗, ↑, ⊗
All objectives complete
←, ←, →, →, ↓, ↓, ↓, ↑, ↓, ↓, ⊗
Get Crystal
←, ←, →, →, ←, ↑, →, ↓, ←, ⊗, ⊗

SCOOBY DOO: NIGHT OF 100 FRIGHTS

Change your PlayStation 2 system date to one of the following entries to see special holiday effects occur in the front yard and the mystic playground. What fun!

Independence day fireworks
2002/07/04
Christmas snowflakes
2002/12/25
New Year's Day fireworks
2002/01/01
Halloween Bats
2002/10/31

Simply enter these codes by pausing the game, holding L1 + L2 + R1 + R2 and then pressing the following button sequences...

All power-ups
○, □, ○, □, ○, □, □, □, ○, ○, □, ○, ○, ○
All FMV sequences
□, □, □, ○, ○, ○, □, ○, □
View credits
□, ○, ○, □, ○, □

SHINOBI

Sadly, you must get through Shinobi the hard-as-granite way and unlocking secrets is made harder by the fact that you must collect a certain amount of Oboro Coins along the way. The locations of these are pinpointed in the complete walkthrough, but here's what they unlock and, more importantly, how many you need...

EXTRA OPTIONS

By obtaining 20 Oboro Coins, you will unlock several new features in the Options Menu – namely the Art Gallery (subsequent exhibits are unlocked by collecting further coinage), Movie (watch the movies you have already seen) and Stage Select (play any previously completed stage again in case you missed anything).

EXTRA CHARACTERS

There are two hidden characters in Shinobi – Moritsune (collect 30 Oboro Coins) and Joe Musashi (collect 40 Oboro Coins). Both are better in certain departments and have their own strategies for beating the bosses.

EXTRA STAGES

By collecting 50 Oboro Coins (that's basically every Coin in the game), you'll unlock nine VR-style levels designed to further enhance your skills (a bit pointless once you have completed the main game on Super mode to get all the coins, we know!) To access them, scroll past level 8-B on the stage select screen.

UNLOCK HARD MODE

Complete the game on Normal Mode to unlock the Hard difficulty setting on the Main Menu. This mode has more coins and much more challenging enemy encounters. Yikes!

UNLOCK SUPER MODE

Complete the game on Hard Mode to unlock the Super difficulty setting at the Main Menu. This mode has yet more Coins and enemy encounters so challenging you'll weep. You really will!

STARSKY & HUTCH

Want to take this cop caper to a higher level? The answer is here! Enter the following codes at the Pause menu. Note that the cheats are only active for about 30 seconds.

Invisible Car
↑, →, ↓, ←, ↘, ←, →, ←
Monster Truck
L1, L1, ←, →, ↘, ↘, ↘, ↘
Trippy Cam
L1, L2, R1, R2, ←, ←, ↑, ↑
Three-wheeled Bike
↑, ↑, ←, ←, R1, R2, L1, L2

SILENT SCOPE

UNLOCK PROFESSIONAL CHALLENGE MODE

Hold down the fire button on the mode selection screen and highlight 'Training' or 'Arcade'. Keeping the fire button depressed, press START, START, START, START and you should hear a gunshot to confirm that the cheat has worked.

UNLOCK NIGHT VISION CHALLENGE MODE

Hold down the fire button on the mode selection screen and highlight 'Training' or 'Arcade'. Keeping the fire button depressed, press START, START, START, START, START and you should hear a gunshot to confirm that the cheat has worked. The game will now be played out at night with the night vision scope. Wahay!An alternative way of accessing this cheat is to press ↑, ←, ↓, →, ↑, □, △ on the mode selection screen.

UNLOCK PROFESSIONAL NIGHT VISION CHALLENGE MODE

Hold down the fire button on the mode selection screen and highlight 'Training' or 'Arcade'. Keeping the fire button depressed, press START, START, START, START, START, START and you should hear a gunshot to confirm that the cheat has worked. The game will now be played out at night with the night vision scope and with no aiming ring or enemy markers.

CONVERT HEALTH TO TIME

Pause the game at any time during Arcade Mode and then press ↑, ↑, ↓, ↓, ←, →, ←, →, ⊗, ○. Now unpause and one half of a life will have been converted into an extra five seconds of time. This code can be repeated as long as you have life to spare.

CONVERT TIME TO HEALTH

Pause the game at any time during Arcade Mode and then press △, ⊗, →, ←, →, ←, ○, ⊗, →, ←, →, ←, ↓, ↓, ↑, ↑ and you should hear a gunshot to confirm that the cheat has worked. Now unpause and five seconds of time will have been converted into one half of a live. This code can be repeated as long as you have time to spare.

MIRROR MODE

On the Mode Selection Screen, press ←, ←, →, □, ↓, ↓, ↑, △, ↑, →, ↓, ↑, ←, ↓, □ and you should hear a gunshot to confirm that the cheat has worked. All of the action will now be reversed, just to confuse you!

FIRST-PERSON VIEW

On the Mode Selection Screen, press ↑, ↑, ↑, ↑, ↓, ↓, ↓, ↓. Now you can view the action infirst-person.

DISABLE AIMING RING

On the Mode Selection Screen, press →, →, →, □ and you should hear a gunshot to confirm that the cheat has worked. Not so easy now, eh?

DISABLE ENEMY MARKERS

On the Mode Selection Screen, press →, →, →, →, ←, ↓, ↑, → and you should hear a gunshot to confirm that the cheat has worked. Can you spot those terrorists now?

DISABLE SCOPE

On the Mode Selection Screen, press →, ↓, →, □, →, ↓, →, □, and you should hear a gunshot to confirm that the cheat has worked. Can you pick em' off from this distance?

LASER MODE

On the Mode Selection Screen, press R1, L1, ⊗, ⊗, □, R1, then hold SELECT, press START and you should hear a gunshot to confirm that the cheat has worked.

LOVE MODE

On the Mode Selection Screen, press ←, →, →, □, △ and you should hear a gunshot to confirm that the cheat has worked. The game will now be played out to sexy sax music in glorious pink-o-vision!

SSX ADDICT

SSX 3

DON'T SLOPE AWAY...

UNLOCK EDDIE

Press □ at the Main Menu to access the Options screen. Select 'Enter Cheat' and enter 'worm' as a case-sensitive code. Exit back to the Main Menu, select a character and choose 'Conquer the Mountain'. Ride to a lodge and enter. Select 'Rider Details' and then choose the Cheat Characters option. Alternatively, complete the Peak 1 Lodge.

UNLOCK LUTHER

Press □ at the Main Menu to access the Options screen. Select 'Enter Cheat' and enter 'bronco' as a case-sensitive code. Exit back to the Main Menu, select a character and choose 'Conquer the Mountain'. Ride to a lodge and enter. Select 'Rider Details' and then choose the Cheat Characters option. Alternatively, complete the Peak 2 Lodge.

OTHER UNLOCKABLES

Brodi skin
Completethe Peak 1 lodge
JP
Complete the Peak 1 lodge
Marisol
Complete the Peak 1 lodge
Jurgen
Complete all Peak 1 goals
Eddie skin
Complete the Peak 2 lodge
Luther skin
Complete the Peak 2 lodge
Marty
Complete the Peak 2 lodge
Seeiah
Complete the Peak 2 lodge
Snowballs
Complete all Peak 2 goals
Canhuck
Complete all Peak 3 exploration goals
Churchill
Complete the Peak 3 freestyle
Cudmore
Complete the Peak 3 earnings goal
NW legend
Complete all Peak 3 goals
Unknown Rider
Complete all Peak 3 race goals
Bunny San
Collect all the art
Far East Myth
Get 100% in all mountain stats
Gutless
Get a medal in all events
Hiro
Collect all the trading cards
Stretch
Collect all the posters
Svelte Luther
Collect all the toys

TURBO MODE

On the Mode Selection Screen, press ↓, △, ↑, □, △, ↓, →, □, △ and you should hear a gunshot to confirm that the cheat has worked. The game will now be much faster.

EXTRA OPTIONS

Successfully complete the game under any difficulty to unlock a real time window and up to eight health in the Options Menu. Alternatively, accumulate over two hours of play. If you successfully complete the game more than twice under any difficulty then you'll unlock infinite credits in the 'Credits' section of the Options Menu plus +30 in the 'Time Limit' section. Alternatively, accumulate over three hours of play.

THE SIMS

ACTIVATE CHEAT MODE

On the main menu, press L1 + R1 + L2 + R2 and you will unlock the Cheat Menu. Now simply enter any of the following codes...

MIDAS MODE

Enter MIDAS at the Cheat Menu. Then begin the game in 'Get A Life' Mode, get into the hot tub with the girl and press START to pause the action. Select 'Quit,' followed by 'Just Quit' and you will unlock all two-player games, all locked objects and skins.

FREE MODE

Enter FREEALL at the Cheat Menu. Then start a game and note that all objects will now cost zero Simoleans. You will not be able to sell any items for money and this code has no effect on the cost of paying for bills and other services.

PARTY MOTEL MODE

Enter PARTY M at the Cheat Menu. The Party Motel two-player game will now be unlocked under the bonus section in 'Get A Life' Mode.

PLAY THE SIMS MODE

Enter SIMS at the Cheat Menu. Play The Sims Mode will now be unlocked, without going through the Get A Life dream house.

Want to know how you can unlock some cool stuff in Story Mode? It's all right here!

MONEY FROM MOM

ITEM: Aroma Machine
Cook a successful dinner
ITEM: Vanity Mirror
Fix the TV
ITEM: Treadmill
Get a job
ITEM: Museum (two-player game)
Borrow §800 from Mom
ITEM: Beejaphone Electric Guitar
Complete house in 24 hours or less

REALITY BITES

ITEM: Ice Chest
Get promoted to level two
ITEM: Teppanyaki Table
Get promoted to level three
ITEM: Bug Zapper
Increase house value from §34,561 to §35,711
ITEM: Frat House (two-player game)
Move in with Dudley or Mimi
ITEM: Repairman
Repair all broken objects
ITEM: Maid
Clean up all the mess
ITEM: Coat of Arms
Complete house in four days or less

PARTY ANIMALS

ITEM: Strip Poker Table
Get promoted to level four
ITEM: Master Suite Tub
Get promoted to level five
ITEM: Tree swing
Increase house value from §53,180 to §54,680
ITEM: Motel (two-player game)
Throw a raging party
ITEM: Park (two-player game)
Greet and feed Bobo the Bum
ITEM: Head in Jar Curio
Complete house in eight days or less

HOT TO TROT

ITEM: Sonic Shower
Get promoted to level six
ITEM: Carving Block
Get promoted to level seven
ITEM: Love Bed
Increase house value from §46,050 to §48,050
ITEM: Club Abhi (two-player game)
Throw a raging party
ITEM: Park (two-player game)
Greet and feed Bobo the Bum
ITEM: Wurl N' Hurl Jukebox
Complete house in eight days or less

WHO LOVES YA BABY

ITEM: Sand Box
Raise first child from baby
ITEM: Lawn Sprinkler
Raise second child from baby
ITEM: Maid's House
Get promoted to level eight
ITEM: 2 Swimming Pools
Get promoted to level nine
ITEM: Park (two-player game)
Greet and feed Bobo the Bum
ITEM: Bearskin Rug
Complete house in eight days or less

THE LAST SIMOLEON

ITEM: Monkey Butler
Send children to prep school with straight A's
ITEM: Park (two-player game)
Get promoted to level ten
ITEM: Rhino Trophy
Complete house in eight days or less

SHADOW OF MEMORIES

UNLOCK REPLAY MODE

When you complete the game (which shouldn't take too long for a talented bunch like you), one of five possible endings will run. A new option will then be unlocked on the main menu called 'Extra' which allows you to view the percentage completed for each chapter. You can also opt to start a completed game over from this menu to try and do better. If you can be arsed that is (can you be arsed?).

EXTRA ENDING

If you unlock all five normal endings then a special Prologue will appear which allows you to play through the game again and unlock the special 'Extra' ending. To get this ending, you must find the Elixir of Life for Mrs Wagner. Whoever she is.

HIDDEN FMV

By successfully completing the game and unlocking endings, you'll also unlock extra segments of FMV. Here's a guide to when you unlock those tasty snippets.

Spring 200 Tokyo Game show
1Ending
European Trade Show
3 Endings
Fall 2000 Tokyo Game Show
5 + Extra Endings

SILENT HILL 3

EXTRA COSTUMES

Complete the game to unlock an 'Extra Costume' option at the Main Menu. Select 'Extra Costume' and enter any of the following case-sensitive codes. Begin a game and equip the new costumes during gameplay.
Note: The Transform Costume appears in your items as a wand.

COSTUME	CODE
Heather Shirt	HappyBirthDay
Onsen	I_Love_You
Block Head	PutHere2FeelJoy
Don't Touch	TOUCH_MY_HEART
God Of Thunder	GangsterGirl
The Light	LightToFuture
Transience	ShogyouMujou
Killer Rabbit	BlueRobbieWin
Royal Flush	01_03_08_11_12
Golden Rooster	cockadooodledoo
Transform Costume	Princess Heart
Zipper	Shut_your_mouth
GameReactor	SH3_Wrestlarn
Play	sLmLdGhSmKfBfH

EASIER FIGHTING

Start a game on the Normal fighting difficulty setting (set in the Extra Options Menu). Die twice to unlock a Beginner fighting difficulty setting.

SPECIAL WEAPON LOCATIONS

Special Weapons can be unlocked by completing the game. Here's how to unlock the various Special Weapons and where you can find them once they are.

FLAMETHROWER

When playing you must kill most enemies by shooting rather than fighting. If you don't recieve this weapon upon first completion of the game, you will recieve it when completing the game a second time. Once unlocked you can find the flamethrower in Helen's Bakery (where you got the tongs).

BEAM SABER

When playing you must kill more enemies by fighting rather than shooting. If you don't recieve this weapon upon first completion of the game, you will recieve it when completing the game a second time. You can find it at the end of the hallway where the bookstore key was.

GOLD & SILVER PIPES

To unlock these you must throw your steel pipe into the sewers and answer the three questions like so: No, No, Yes.

HEATHER BEAM

Kill at least 333 enemies to unlock this weapon. Iit will automatically be equipped when Heather isn't holding another weapon.

INFINITE AMMO SUB-MACHINE GUN

Unlock this by defeating the final boss with a melee weapon. To find the infinte ammo sub-machine gun, go left after escaping through the toilet window.

THE SIMPSONS SKATEBOARDING

Bart always was a rebel – what other reason could Simpsons Skateboarding have to ignore all of Tony Hawk's advice turn and out so horribly bad? D'oh indeed. Well, we could hardly expect Homer to conjure up something to rival the master with his donut-addled mind. So here are some codes to make it a bit more bearable. Hold down L1 + L2 + R1 + R2 and enter the following codes at the character select screen for the desired effect.

All boards	⊗, △, ○, □
Level select	△, ⊗, □, ○
Get $99.00	△, ⊗, ○, □
All skaters	○, △, ⊗, □
Fuzzy skaters	⊗, △, □, ○
Big head Homer	○, ⊗, △, □
Underwear Homer	△, ○, ⊗, □
Big head Bart	⊗, □, ○, △
Gangsta Bart	○, ⊗, □, △
Demon Marge	⊗, □, △, ○
Big head Lisa	□, △, ⊗, ○
Gangsta Lisa	□, △, ○, ⊗
Big head Nelson	△, □, ○, ⊗
Ballerina Nelson	△, □, ⊗, ○
Sunglasses Otto	□, ⊗, ○, △
Big head Frink	□, ⊗, △, ○
Groovy Frink	⊗, ○, △, □
Business suit Krusty	○, △, □, ⊗
Big head Wiggum	⊗, ○, □, △
Man eater Wiggum	△, ○, □, ⊗

SMASH COURT TENNIS PRO TOURNAMENT

UNLOCK RED ACE

Win the game in Arcade mode under the Hard difficulty setting as any male character without losing and using any continues. Red Ace will be unlocked in Exhibition mode, just move past Pat Rafter on the character select screen.

UNLOCK HITOMI YOSHINO

Win the game in Arcade mode under the Hard difficulty setting as any female character without losing and using any continues. Hitomi will be unlocked in Exhibition mode, just move past Pat Rafter on the character select screen.

UNLOCK ULTIMATE MODE

Successfully complete Time Attack mode under the Hard difficulty setting to unlock this devilishly hard mode.

SMUGGLER'S RUN 2

Pause the game and enter these codes. A noise will indicate correct entry.

Invisibility
R1, L1, L1, R2, L1, L1, L2
Lighter cars
L1, R1, R1, L2, R2, R2
No gravity
R1, R2, R1, R2, ↑, ↑, ↑
Increase time warp
R1, L1, L2, R2, →, →, →
Decrease time warp
R2, L2, L1, R1, ←, ←, ←

SOLDIER OF FORTUNE

We've managed to dispatch these re-enforcements...

INVINCIBILITY

Press SELECT during play, then hold R1 + L1 + R2 + L2 + □ and press ←. A message and sound will confirm correct entry. To disable the code, simply input it again.

FULL AMMUNITION

Press SELECT during play, then hold R1 + □ and press ←. A message and sound will confirm correct code entry. Please note that this code will reset your current weapons to only those available during level one. To disable the code, simply input it again.

HEAVY WEAPONS

Press SELECT during play, then hold L2 + R2 + □ and press ←. A message and sound will confirm correct code entry. To disable the code, simply input it again.

HAND-TO-HAND WEAPONS AND EXPLOSIVES

Press SELECT during play, then hold L1 + R1 + □ and press ←. A message and sound will confirm correct code entry. To disable the code, simply input it again.

NO CLIPPING

Press SELECT during play, then hold L1 + L2 + R1 + □ and press ←. A message and sound will confirm correct code entry. You may now walk through walls. To disable the code, simply input it again.

NO TARGET

Press SELECT during play, then hold L1 + L2 + □ and press ←. A message and sound will confirm correct code entry. To disable the code, simply input it again.

NO GRAVITY

Press SELECT during play, then hold L1 + L2 + R2 + ← + □ and press START. A message and sound will confirm correct entry. To disable the code, input it again.

SPACE CHANNEL 5: PART 2

Sit back and watch the CPU 'vogue' it up on your behalf! Pause the game at any time during play, then hold L1 + R1 and press ○, △, □. If you entered the code correctly, you will hear a sound. Press START to resume play and the game will continue by itself under CPU control. Repeat this code to return the game to normal. If you're having trouble the CPU will show you where you are going wrong.

BEST EVER HORROR CONCEPTS

***Castlevania* plays it pretty straight with its seen-it-all-before mix of vamps and werewolves. These, on the other hand, don't.**

1. BILLY THE KID VERSUS DRACULA

The Count, despite living in a huge mansion in Romania filled with a hundred weight of busty beauties, decides to travel to the Wild West to find his next victim. Finds her. Turns out to be Billy The Kid's missus. The end. Utterly ridiculous.

2. WEREWOLF IN A GIRLS' DORMITORY

Starring Herbert Diamonds. There's a new teacher in town and he may or may not be a werewolf. Vague disinterest spreads through dorm.

3. ASTRO ZOMBIES

A crazy scientist gets fired from the Space Agency and goes home and creates a (snigger) 'Astroman' using a dead criminal's body. We've all been there, right? In a surprising turn of events, the Astroman goes mental and murders everyone in sight/rips off buxom woman's dress.

4. FRANKENSTEIN GENERAL HOSPITAL

Featuring Dr Bob Frankenstein.

5. BARRACUDA

In no way like *Jaws*, chemical waste spills into the sea and a school of fish kill divers, swimmers and ducks.

SPIDER-MAN: THE MOVIE

We have been on the, erm, web to sling you these Marvel-ous cheats! Just as you would expect, this game is jam packed with a whole host of things for you to unlock. They range from the weird to the wonderful and some of them are just as you would expect.

MASTER CODE

Go into the 'Specials' Menu and then enter ARACHNID as a code. If the code has worked then a laugh will confirm and all regular levels, FMV sequences, and gallery pictures will be unlocked. Repeat the code to disable the effects.

WEB-SLINGING CHEATS

The Master Code unlocks most things, but if you want more, then simply enter any of the following codes at the 'Specials' Menu. Remember, if the codes have worked then you'll hear a laugh and you can disable the effects simply by entering the same code again – a sound will confirm it has been deactivated.

Unlimited webbing
ORGANICWEBBING
All fighting controls
KOALA
Level select
IMIARMAS
Level skip
ROMITAS
Bonus training levels
HEADEXPLODY
Play as Mary Jane
GIRLNEXTDOOR
Play as The Shocker
HERMANSCHULTZ
Play as a scientist
SERUM
Play as a police officer
REALHERO
Play as Captain Stacey
CAPTAINSTACEY
Play as thug model #1
KNUCKLES
Play as thug model #2
STICKYRICE
Play as thug model #3
THUGSRUS
Matrix-style attacks
DODGETHIS
Goblin-style costume
FREAKOUT
Small Spider-Man
SPIDERBYTE
Big head Spider-Man
GOESTOYOURHEAD
Big head enemies
JOELSPEANUTS
First-person view
UNDERTHEMASK
Super coolant
CHILLOUT

PINHEAD BOWLING MINI-GAME

Accumulate 10,000 points during play to unlock the Pinhead bowling mini-game in the Training Menu.

VULTURE FMV SEQUENCE

Accumulate 20,000 points during play to unlock a Vulture FMV sequence in the CG menu.

SHOCKER FMV SEQUENCE

Accumulate 30,000 points during play to unlock a Vulture FMV sequence in the CG menu. for you to enjoy at your leisure.

GREEN GOBLIN FMV SEQUENCE

Successfully complete the game under the 'Hero' or greater difficulty setting.

PLAY AS ALEX ROSS

Successfully complete the game under the 'Normal' or greater difficulty setting to unlock the Alex Ross costume in the 'Specials' Menu.

PLAY AS PETER PARKER

Complete the game to unlock the Peter Parker costume in the 'Specials' Menu.

PLAY AS WRESTLER

Complete the game to unlock the Wrestler costume in the 'Specials' Menu.

PLAY AS THE GREEN GOBLIN

Successfully complete the game under the 'Hero' or 'Super hero' difficulty setting to unlock the Green Goblin costume option at the 'Specials' Menu. Select that option to play as Harry Osborn in the Green Goblin costume with his weapons in an alternate storyline where he tries to correct the Osborn family's reputation.

......To unlock this easily, start a new game under the 'Hero' or 'Super hero' difficulty setting. At the first level, pause the game and then quit to the main menu. Enable the ARACHNID code and then go to the 'Level Warp' option. Choose the 'Conclusion' level and then exit. This marks the game as completed under the selected difficulty setting. The Green Goblin costume option will be unlocked at the 'Secret Store' screen. You always knew you had a dark side...

SSX

MASTER CODE

On the Character Select Screen, press □ to go to the Options Menu, then hold L1 + R1 + L2 + R2 and press ↓, ←, ↑, →, ⊗, ○, △, □. If the code has worked you'll hear a sound and all courses, characters, boards and costumes will be unlocked. Repeat the code to disable its delightful effects. Not that you'll want to.

CHEAT CODES

Enter the following codes by going to the Character Select Screen first, pressing □ and then going to the Options Menu, holding down L1 +

MEAN STREETS

TRUE CRIME: STREETS OF LA

PAUSE THE GAME AND ENTER THE CODE...

UNLOCK ALL UPGRADES

Press ↑, →, ↓, ←, ↑, ⊗ at the City Map screen. You can check all unlocked upgrades in Player Stats.

UNLOCK ALL ATTACKS AND GRAPPLES

Press ↑, ↓, ↑, ↓, ⊗ at the City Map screen. You can check all unlocked items in Player Stats.

UNLOCK ALL CARS AND DRIVING MANOEUVRES

Press ←, →, ←, →, ⊗ at the City Map screen. You can check all unlocked items by consulting the Driving Stats in Player Stats.

UNLOCK ALL GUNS AND WEAPON UPGRADES:

Press →, ←, →, ←, ⊗ at the City Map screen. You can check all unlocked items by consulting the Gunplay Stats in Player Stats.

SHOW COORDINATES

Press ⊗, ◎, ⊡, △ at the City Map screen. Nick's coordinates will now appear in the top left corner.

UNLOCK DOGG PATROL MISSIONS

Pause the game and press R1, L1, ↑, →, ←, ↓, ↘, ↘, ⊗, ⊡, ◎, △ at the City Map screen. Get to a save point and then exit to the main menu. Choose Resume Game and select the appropriate game file. On the select episode screen you should see Snoop Dogg's head. Highlight the Dogg's head and press ⊗ to play.

LICENCE PLATE SYMBOLS

When entering a licence, save name, hold L1 + R1 and tap the D-pad ← or → for a selection.

SELECT CAR COLOUR

When entering a licence plate, save the name, hold L1 + R1 and push the left analog-stick ↑ or ↓ to change the colour of the strip below the licence plate. Whatever the colour of the strip when you select your licence plate, the saved name will be the colour of Nick Kang's car. Plate stuff.

HARD CRASHES

While in a car, pause the game and press ↓, ↓, ↓, ⊗ at the City Map screen. When you hit other cars they will – literally – go flying.

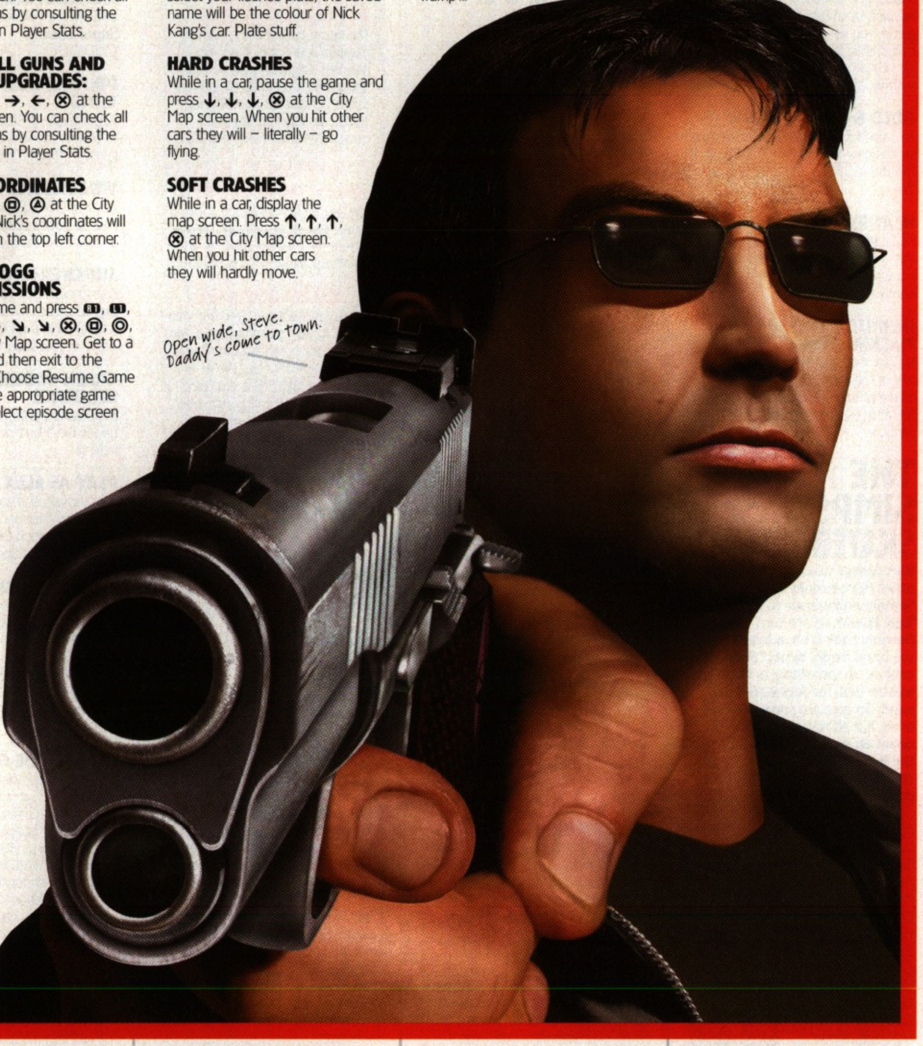
SOFT CRASHES

While in a car, display the map screen. Press ↑, ↑, ↑, ⊗ at the City Map screen. When you hit other cars they will hardly move.

PLAYABLE CHARACTERS

Enter any of this little lot as your licence plate save name to play as the self-same character. You must hold L1 + R1 when entering each letter and also when you select 'OK' to confirm. Right...

George	FATT
Officer Johnson	FUZZ
The Chief	B1G1
Rosie	ROSA
Rosie in pants	HURT_M3
SWAT member	5WAT
Commando	M1K3
Tramp	BOOZ
Pimp	P1MP
Boxer	BRUZ
Biker	HAWG
Pedestrian 1	TFAN
Pedestrian 2	MNKY
Korean worker	HARA
Korean gangster	MRFU
Korean cook	PHAM
Tattoed lady	TATS
Pole dancer	BOOB
Gimp donkey	JASS
Zombie	J1MM



Open wide, Steve.
Daddy's come to town.

R1 + L2 and R2. If the codes have worked then you'll hear a sound to confirm correct entry.

CHEAT/CODE

All characters and courses
↓, ←, ↑, →, ⊗, ⊡, △, ◎
Running Man mode
⊡, △, ◎, ⊗, ⊡, △, ◎, ⊗
All course hints
◎, ⊗, ◎, ⊗, ◎, ⊗, ◎, ⊗
Full attributes
⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊗, ⊡
No outfits
◎, ◎, ◎, ◎, ◎, ◎, ◎, ⊗
Mallorca board
⊗, ⊗, ⊗, ⊗, △, △, △, △

MERCURY CITY MELTDOWN COURSE

Earn a medal on the Elysium Alps course to unlock the Mercury City Meltdown course.

MESABLANCA COURSE

Earn a medal on the Mercury City Meltdown course to unlock the Mesablanca course.

TOKYO MEGAPLEX COURSE

Earn a medal on the Mesablanca course to unlock the challenging Tokyo Megaplex course.

ALOHA ICE JAM COURSE

Earn a medal on the Tokyo Megaplex course to unlock the oh so funky Aloha Ice Jam course.

PIPEDREAM COURSE

Earn a medal on the Tokyo Megaplex course and you'll unlock the Pipedream course.

UNTRACKED COURSE

Earn a medal on the Aloha Ice Jam course to unlock the mysterious Untracked course.

PLAY AS JURGEN

Earn one gold medal in any mode to unlock Jurgen.

PLAY AS JP

Earn two gold medals in any mode to unlock JP.

PLAY AS ZOE

Earn three gold medals in any mode to unlock Zoe.

PLAY AS HIRO

Earn four gold medals in any mode to unlock Hiro.

THIRD COSTUME

Successfully complete all green circle tricks to unlock the third costume.

FOURTH COSTUME

Successfully complete all blue square tricks to unlock the fourth costume.

THIRD BOARD

Reach the Rookie Rank to unlock the third board.

FOURTH BOARD

Reach the Sensei Rank to unlock the fourth board.

FIFTH BOARD

Reach the contender rank to unlock the Fifth Board.

SIXTH BOARD

Reach the natural rank to unlock the Sixth Board.

SEVENTH BOARD

Reach the Star Rank to unlock the seventh board.

EIGHTH BOARD

Reach the Veteran Rank to unlock the eighth board.

NINTH BOARD

Reach the Champ Rank to unlock the ninth board.

TENTH BOARD

Reach the Superstar Rank to unlock the tenth board.

ELEVENTH BOARD

Reach the Master Rank to unlock the eleventh board.

SSX TRICKY

MASTER CODE

Hold L1 + R1 and press ⊗, △, →, ◎, ⊡, ↓, △, ⊡, ←, ◎, ⊗, ↑ at the title screen. Then release L1 + R1 and a sound will confirm correct code entry. Congratulations, you will now have unlocked everything!

FULL STAT POINTS

Hold L1 + R1 and press △, △, →, △, △, ↓, ⊗, ⊗, ←, ⊗, ⊗, ↑ at the title screen. Release L1 + R1 and a sound will confirm correct code entry. All boarders will now have full stat points.

MALLORA BOARD

Hold L1 + R1 and press ⊗, ⊗, →, ◎, ◎, ↓, △, △, ←, ⊡, ⊡, ↑ at the title screen. Release L1 + R1 and a sound will confirm correct entry. Choose Elise, start a track and she'll have the Mallora Board and blue duds

STICKY BOARDS

Hold L1 + R1 and press ⊡, ⊡, →, △, △, ↓, ◎, ◎, ←, ⊗, ⊗, ↑ at the title screen. Then release L1 + R1 and a sound will confirm correct code entry.

MIX MASTER MIKE

Hold L1 + R1 and press ⊗, ⊗, 6, ⊗, ⊗, ↓, ⊗, ⊗, ←, ⊗, ⊗, ↑ at the title screen. Release L1 + R1 and a sound will confirm correct code entry. Choose any boarder at the character select screen and they will be replaced by Mix Master Mike on the course.

RECTORATOR

In World Circuit mode, enter RECOR as a name and choose any boarder at the character select screen. Whoever you chose will be replaced by Rectorator when you start the course.

SPYRO: ENTER THE DRAGONFLY

Once you have defeated Ripto, it is possible to find any of the hard-to-find gems on any level by holding down L3 and R3. Your little buddy Sparks will then subtly point to the missing treasure. All you have to do is follow his lead.

STAR WARS: BOUNTY HUNTER

They sell them in all good confectionary stores, you know! But if you're still hunting the 'taste of paradise', then here are all the level codes you need!

Chapter 1
SEEHOWTHEYRUN
Chapter 2
CITYPLANET
Chapter 3
LOCKDOWN
Chapter 4
DUGSOPLENTY
Chapter 5
BANTHAPOODOO
Chapter 6
MANDALORIANWAY
Mission 1
BEAST PIT
Mission 2
GIMMEMYJETPACK
Mission 3
CONVEYORAMA
Mission 4
BIGCITYNIGHTS
Mission 5
IEATNERFMEAT
Mission 6
VOTE4TRELL
Mission 7
LOCKUP
Mission 8
WHAT A RIOT
Mission 9
SHAFTED
Mission 10
BIGMOSQUITOS
Mission 11
ONEDEADDUG
Mission 12
WISHIHADMYSHIP
Mission 13
MOSGAMOS
Mission 14
TUSKENS R US
Mission 15
BIG BAD DRAGON
Mission 16
MONTROSSISBAD
Mission 17
VOSAISBADDER
Mission 18
JANGOISBADDEST
Concept Art
R ARTISTS ROCK
WOTC Cards
GO FISH

STAR WARS: THE CLONE WARS

Enter the following cheat codes. Or, for more accomplished Jedis, here's the extras you can unlock.

Invincibility
DARKSIDE
Multi-player level select
JORG SACUL
Campaign level select
DOORDONOT
Unlimited secondary and special weapon
SUPERLASER
Three bonus objectives for current mission
GIMME
Battle Droid unlocked in Academy: Geonosis level
TRADEFED
Padme Amidala unlocked in Academy: Geonosis level
NATALIE
Wookie unlocked in Academy: Geonosis level
NERFHERDER
Programming team photographs
JEDICOUNCIL
All FMV sequences
12 PARSECS

EXTRAS

Unlock Raxus Duel multiplayer level: Collect a total of five bonus points.
Unlock Thule Moon Control multiplayer level : Collect a total of ten bonus points.

Unlock Rhen Var multiplayer level:
Collect 15 points.

Unlock Jedi Academy multiplayer level:
Collect a grand total of 20 bonus points.

Unlock Unit Vewer option:
Collect a total of 25 bonus points.

Unlock 'Making Of...' FMV sequence:
Collect a total of 30 bonus points.

Unlock CD player option:
Collect a total of 35 bonus points.

Interesting Sketchbook option:
Collect a total of 40 bonus points during gameplay. You can do it Jedi!

Yoda unlocked in Academy:
Geonosis level: Collect a total of 45 bonus points.

STAR WARS JEDI

SLICE AND DICE

TENCHU: WRATH OF HEAVEN

CUT PEOPLE'S THROATS EASY. Y'KNOW, IF YOU LIKE.

Here's the complete set of killer codes, including some that can be entered at any time during play and a others that need to be banged in on specific screens...

RECOVER HEALTH

To replenish a portion of your health bar at any time during play, simply press t to pause the action and press ↑, ↓, →, ←, ⊡, ⊡, ⊡

TOGGLE SPECIAL ABILITIES

Press START to pause the game at any time, then hold L1 + L2 and press ↑, ↑, ↓, ↓. Release L1 + L2 and press ⊡, ⊡, R1, L2

INCREASE SCORE

Press START to pause the game then hold L1 + R1 and press →, →, ←, ← on controller two to add 100 points to your score.

DISPLAY SCORE AND TIME

Press START to pause the game at any time, then press →, →, ←, ← on controller two to activate the cheat.

ALL CHARACTERS

L1, R2, L2, R1, →, ←, L3, R3
Where? Title screen

ALL STORY MODE MISSIONS

L1, R1, L2, R2, →, ⊡, L3, R3
Where? Mission select screen

ALL MULTIPLAYER MODE MISSIONS

L1, R1, L2, R2, →, ⊡, L3, R3
Where? Mission select screen

ALL MISSION LAYOUTS

R3, L3, R2, L2, R1, L1
Where? Mission select screen

BONUS RIKIMARU STAGE

L1, ↑, R1, ↓, L2, →, R2, ←
Where? Title screen

HIDDEN LEVEL

↑, ↓, →, ←, ⊗, ⊗, ⊗
Where? Title screen

UNLOCK ALL ITEMS

Hold R1 + L1 and press ↑, ⊡, ⊡, ←, ⊡, ⊡, ↓, ⊡, ⊡, →, ⊡, ⊡
Where? Item select screen

INCREASE ITEMS

Hold R2 + L2 and press ⊡, ⊡, ⊡, ↑, ←, ↓, →
Where? Item select screen

UNLIMITED ITEM CAPACITY

L1 + L2 + R1 + R2 and press ⊡, ⊡, ⊡, ↑, ←, ↓, →, ⊡, ↑, →, ↓, ←
Where? Item select screen.

FUNNY DIALOGUE

Hold L1 + R2 and press ↓, ⊡, ↑, ⊡, →, ⊡, ←, ⊡ at the opening screen with the *Tenchu* logo. Select 'Options', then 'Audio', then 'Language' to access the 'B-Side' option to play the game with witty dialogue.

STARFIGHTER

MASTER CODE

Go to the Options Menu and then select Code. Enter the code PNYRCADE and the message Everything Unlocked will appear in the window. You will now have immediate access to all missions, all bonus one and two-player challenges, all bonus crafts and all bonus materials. In fact, you've got it all!

EXTRA CODES

Enter the following cheats codes on the Code Screen in the Options Menu to unlock their respective cheats.

Invincibility
QUENTIN
No HUD
NOHUD
Fly-by Mode
DIRECTOR

UNLOCKING EXTRAS

Here's how to unlock all the extra craft the hard way. Are you up to it? We'll reserve judgement.

Advanced Freefall
Complete the bonus objective in Act 3: Mission 1.
Advanced Havoc
Complete the bonus objective for Act 3: Mission 3.
Advanced Jedi Starfighter
Complete the bonus objective on Act 2: Mission 4.
Advanced Zoomer
Complete the bonus objective on Act 2: Mission 3.
Republic Gunship
Complete the bonus objective for Act 3: Mission 5.
Sabaoth Fighter
Complete the bonus objective on Act 2: Mission 5.
Slave 1
Complete all hidden objectives for Player One.
TIE Fighter
Complete the bonus objective in Act 1: Mission 4.
X-Wing
Complete the bonus objective in Act 1: Mission 3.

STAR WARS STARFIGHTER

MASTER CODE

On the main menu, select Options and then enter the Codes screen. Now enter OVERSEER as a code to unlock everything except for the multiplayer levels.

ADDITIONAL CODES

Enter the following codes on the Codes screen which can be found in the Options menu.

Invincibility
MINIME
Bonus ship
BLUENSF
Multiplayer levels
ANDREW
Disable cockpit displays
NOHUD
Enenmy ship gallery
SHIPS
Cast pictures
HEROES
Pre-production art
PLANETS
Reversed controls
JARJAR
Programmer message
LTDJGD
Programming team
TEAM
Pictures of Simon
SIMON
James' day off work pics
JAMES
Christmas bonus FMV
WOZ
Extra camera angles
DIRECTOR

STATE OF EMERGENCY

The fighting fun is all kicking off and you can make things even wilder by entering these cheats!

CHEAT CODES

Enter any of the following codes during play at any time at all:

Invincibility
L1, L2, R1, R2, ⊗
Infinite ammo*
L1, L2, R1, R1, △
Infinite time
L1, L2, R1, R2, ◎
Decapitating punches
L1, L2, R1, R2, ⊡
Increase looting
R1, L1, R2, L1, △
Small people
R1, R2, L1, L2, ⊗
Large people
R1, R2, L1, L2, △
Normal-sized people
R1, R2, L1, L2, ◎

* You should not hold a weapon while entering this.

PLAY AS SPANKY IN KAOS MODE

Successfully complete the Mall level in Revolution mode to unlock a playable Spanky in Kaos mode.

PLAY AS FREAK IN KAOS MODE

Successfully complete the Chinatown level in Revolution mode to unlock Freak as a playable character in Kaos mode.

PLAY AS BULL IN KAOS MODE

Successfully complete the East Side level in Revolution mode to unlock Bull as a playable character in Kaos mode.

Here's the complete round-up of all the riotous codes available to you!

Unlock Bull*
→, →, →, →, ⊗
Unlock Freak*
→, →, →, →, ◎
Unlock Spanky*
→, →, →, →, △
Invincibility
L1, L2, R1, R2, ⊗
Infinite ammo**
L1, L2, R1, R1, △
Infinite time
L1, L2, R1, R2, ◎
Decapitating punches
L1, L2, R1, R2, ⊡
Increase looting
R1, L1, R2, L1, △
Small people
R1, R2, L1, L2, ⊗
Large people
R1, R2, L1, L2, △
Normal-sized people
R1, R2, L1, L2, ◎
All weapons
L1, L1, R2, R2, ⊗
Pistol
←, →, ↓, L1, △
Tazer
←, →, ↓, L1, ◎
Pepper Spray
←, →, ↓, L1, ⊡
Tear Gas
←, →, ↓, L1, ⊗
Shotgun
←, →, ↓, L2, △
Minigun
←, →, ↓, R1, △
Flame Thrower
←, →, ↓, R1, ◎
Grenade Launcher
←, →, ↓, R1, ⊡
Rocket Launcher
←, →, ↓, R1, ⊗
AK47
←, →, ↓, R2, △
M16
←, →, ↓, R2, ◎
Grenade
←, →, ↓, R2, ⊡
Molotov Cocktail
←, →, ↓, R2, ⊗
Mission skip
←, ←, ←, ←, △
Mission select
L1, L2, L2,L2, L1, ⊗
Unlock a policeman
(hold L1) R2, R2, L2, R1

STUNTMAN

ALL DRIVING GAMES, CARS AND TOYS

Enters BiNdErS as a case-sensitive name at the NEW GAME menu. All driving games, cars and toys will be included. Not bad at all.

ALL TOYS

Enters Turnps as a case-sensitive name at the NEW GAME menu.

ALL TRAILERS

Enters BonNeTT as a case-sensitive name at the NEW GAME menu.

ALL CARS

Enters Sez4Jnr as a case-sensitive name at the NEW GAME menu.

SUMMONER

HIDDEN FMV

Select the 'Credits' option from the Main Menu and then press ⊗ whilst the credits are rolling to unlock a rather amusing FMV sequence showing some of the Summoner and Red Faction characters playing *Dungeons & Dragons*!

ALTERNATE ENDING

After the defeat of Machival, you can go on to the Forge of Urath which is at the altar, or you can go back out the main entrance. Both will start the ending sequence.

SUPER FARM

Enter any of the following codes at the Main Menu. You should hear a 'ping' to confirm correct code entry. Note: when entering the codes, you must press and briefly hold each button for the codes to work. Fiddle around and you will get the timing right pretty quickly.

Cheat Menu
L1, R1, L2, R2, ↑, ↓, ↑, ↓
Buck the Duck
L1, ↓, ↑, ↑, ↑, L1
Frank the Bull
L1, L2, ⊡, △, △, L2
Stingy the Rat
R1, R1, L1, ⊡, ⊡, ⊡
Joey the Donkey
L2, L1, L1, △, △, △
Sheaty the Fly
L1, L1, R1, R1, ↑, △
Bill the Rooster
R1, R2, L1, L1, △, ⊡
Kofmunship Level
△, L2, L2, R2, R2
Pamela Level
⊡, △, ⊡, △, R1
Jail Level
R1, R1, ⊡, △, R1
Gladiator Level
△, ⊡, L1, L1, L1

T IS FOR...

TEKKEN 4

UNLOCK EDDY GORDO

Successfully complete Story Mode as Christie Monteiro. To play as Eddy, highlight Christie at the character selection screen and press △.

UNLOCK MIHARU HIRANO

Successfully complete Story Mode as Ling Xiaoyu. To play as Miharu, highlight Xiaoyu at the character selection screen and press ◎.

UNLOCK LING XIAOYU'S SCHOOL UNIFORM COSTUME

Successfully complete Story Mode as Xiaoyu. To play in this alternate costume, highlight Xiaoyu at the character selection screen and press △.

FIGHT AS PANDA

Highlight Kuma (see table below for how to unlock Kuma) at the character selection screen and press ◎.

FIGHT AS VIOLET LEE

Highlight Lee at the character selection screen and press ◎.

UNLOCKING ALL CHARACTERS

Successfully complete Story Mode with the following fighters to unlock the corresponding characters for use in any mode.

COSTUME........................CODE

Hwoarang	Jin Kazama
Christie	Eddy
Xiaoyou	Kuma/Panda
Yoshimitsu	Bryan Fury
Bryan	Violet Lee
Violet LeE	Combot
Kazuya	Nina
Nina	Lei
Law/Paul/Marduk	Heihachi

UNLOCK DOJO STAGE

Successfully complete Tekken Force

LARA FUN

TOMB RAIDER: THE ANGEL OF DARKNESS

STICK IT TO THE ENEMY WITH OUR HANDY – AND SNEAKY – TIPS FOR LARA'S LATEST.

HANDSTAND

While hanging from the edge of a ledge, press and hold L1 and push forward on the left analog stick. Lara will pull herself up into a handstand.

SWAN DIVE

While pushing forward on the left analog stick, press and hold R2 and press ◎. As well as being used to leap spectacularly from high ledges, it also comes in handy as a forward roll move while on the ground.

DIVE INTO WATER

Stand at the water's edge, hold L1 and press ⊗. This is a much more graceful alternative to simply bombing into the water.

QUICK TURNS UNDERWATER

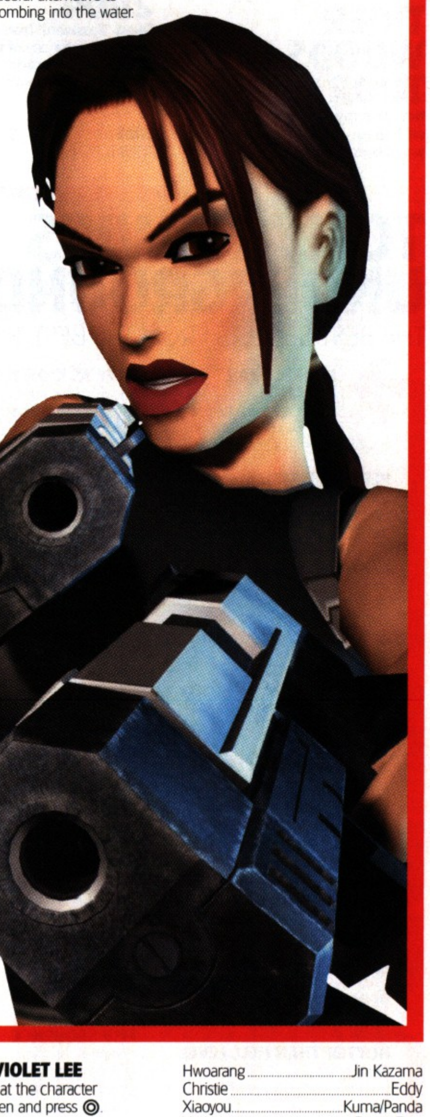
Press ⊡ while underwater to turn around 180 degrees.

QUICK WEAPON SELECT

While you have a weapon equipped, press ↑ or ↓ on the d-pad to change the weapon that you are holding. This saves you having to go to the Weapons Menu.

SNAPPING NECKS

Creep up behind a guard in Stealth Mode, make sure you're not pushing the left analog stick in any direction (i.e. it's centred) and press ⊗. Lara will snap their neck.



Mode with any character.

UNLOCK THEATER MODE
Successfully complete the Story Mode with any character.

THIS IS FOOTBALL 2003

View credits
L2, L1, L1, L2, L2, L2
Farm sounds
L1, L1, R2, ↑, ↓, →
Clown sounds
L1, L1, L2, R2, R2, R1
Fast announcers
L2, R2, R1, R2, L2, R2
FMV sequences
L2, L1, L1, L1, L2, L2

BEATERS
European All-Stars win the Euro Cup.
African All-Stars win the African Cup.
American All-Stars win the American Cup.
Asia/Oceania All-Stars win the Asia/Oceania Cup.
South American All-Stars win the South American Cup.
World All-Stars win the World Cup.
Timewarp teams win the Timewarp Cup and theTimewarp League.

TIGER WOODS PGA TOUR 2003

Never disappoint 'er indoors again with these codes to get super wood every time.

All golfers	ALLTW3
All courses	14COURSES
Super Tiger Woods	SUNDAY
Brad Faxon	XON
Cedric Andrews	IAM1
Charles Howell III	BANDPANTS
Dominic Donatello	GODFATHER
Hamish	MCRUFF
Jim Furyk	THESWING
Josey Scott	SUPERSTAR
Justin Leonard	JUSTINTIME
Kellie Newman	COWGIRL
Mark Calavecchia	CALCULATE
Mark Omeara	TB
Melvin Tanigawa	YOYOYO
Notah BeGay III	NOTABLY
Solita Lopez	SOLITARY1
Steve Stricker	SS
Stewart Cink	SINK
Stuart Appleby	ORANGES
Takeharu Moto	2TON
Ty Tryon	TYNO
Val Summers	VALENTINE
Vijay Singh	VJSING

MEMORY CARD BONUSES
Insert a memory card with a save of *Tiger Woods 2002* on it whilst loading up this game, you'll be get the Black Rock Cove course.

TIGER WOODS 2004

Select 'Password' from the Options Menu and enter any of the following as case-sensitive codes. A voice will say 'Oh yeah' to confirm correct code entry.

CODE	UNLOCKS
THEKITCHENSINK	All golfers and courses
CANYOUPICKONE	All golfers
ALLTHETRACKS	All courses
ACEINTHEHOLE	Cedric 'Ace' Andrews
CEDDYBEAR	Cedric The Entertainer
DISCOKING	Dominic 'The Don' Donatello
DTBROWN	Felicia 'Downtown' Brown
EDDIE	Edwin 'Pops' Masterson
ICYONE	Erica 'Ice' Von Severin
DWILBY	Hamish 'Mulligan' McGregor
ERUPTION	Moa 'Big Mo' Ta'a Vatu
SHORTGAME	Solita Lopez
4REDSHIRTS	Sunday Tiger Woods
EMERALDCHAMP	Takeharu 'Tsunami' Moto
BEVERLYHILLS	Val 'Sunshine' Summers
THENEWLEFTY	Melvin 'Yosh' Tanigawa
sherwood target	Target World Challenge Game

TIME CRISIS 2

ORANGE GUYS
When playing solo it is possible to follow the other character's path. This happens when two orange enemies appear onscreen at the same time. Shoot the left one first to take Keith's path and the right one first to take Robert's path.

YELLOW GUYS
When terrorists dressed in yellow appear, shoot them quickly to get big bonus points.

AUTOMATIC WEAPONS
Complete Story Mode twice.

UNLIMITED AMMO
Complete Story Mode three times.

WIDE-EFFECT AMMO
To get this improved ammunition complete Story Mode four times.

MIRROR MODE
Complete Story Mode without using any continues at all.

UNLIMITED CREDITS
To get more credits just keep losing miserably in Story Mode. Each time you lose you'll get an extra credit next time. Lose with nine credits and you'll get unlimited credits!

TOCA RACE DRIVER

ALL CARS
Enter CARS as a code at the Bonus Screen to unlock every car in Free Time Mode.

ALL TRACKS
Enter TRACKS as a code at the Bonus Screen to unlock every track in Free

TIME MODE.
Realistic handling
Enter SIM as a code at the Bonus Screen to make the cars handle more authentically.

BETTER DAMAGE
Enter DAMAGE as a code at the Bonus Screen to cause more dramatic damage to each car when they are struck.

VIEW CREDITS:
Enter CREDITS as a code at the Bonus Screen to view a full list of the game's creators.

BONUS COMPETITIONS
When you complete the LOLA World Championship, you need $8 million to unlock two more competitions involving the cars you win in one-on-one challenges. The Class 'B' Championship involves all cars from the row with the Mini Cooper S, while the Class 'A' Championship involves the last row of cars with the Tuscan Speed 12 and Toyota GT1. Make sure you have as many cars as possible as these races are tricky and you will need a balanced car.

TONY HAWK'S PRO SKATER 3

A selection of cheat passwords guaranteed to save you a fortune in virtual sticking plasters!

MASTER CODE
Go to the Options Menu and select Cheats. Now enter backdoor (all lower case) as a code to unlock all the cheat options. It only works on the main game, though – it doesn't unlock any of the hidden characters or bonus levels.

ALL CHEATS AND CHARACTERS UNLOCKED
Go to the Options Menu and select Cheats. Now enter YOHOMIES (all upper case) as a code to unlock all the cheat options and the numerous hidden characters.

LEVEL SELECT
Go to the Options Menu and select Cheats. Now enter roadtrip (all lower case) as a code to unlock all the levels.

UNLOCK ALL FMV
Guess what? You go to the Options Menu and select Cheats. Now enter Peepshow (case sensitive) as a code to unlock all the FMV sequences.

MINI HAWKS
On the Create-A-Skater screen, enter your name as either Riley Hawk or Spencer Hawk and their stats will appear.

TUROK: EVOLUTION

Enter any of the following passwords at the Cheats Menu for the desired effect. Make sure you turn the cheat on from the same menu before you start or else it won't work.

Invincibility
emerpus
Invisibility
sllewgh
Unlimited ammo
madman
Unlock all levels
sellout
Unlock all weapons
texas

TWISTED METAL: BLACK

CHEAT CODES
Whilst locked in combat on any level, enter any of the following cheats. If the code has worked then a message will appear at the top of the screen. Before entering a code, you must first hold down L1 + R1 + L2 + R2.

Invincibility
↑, ↓, ←, →, →, ←, ↓, ↑
Mega Machine-guns
⊗, ⊗, △
One-hit kills
⊗, ⊗, ↑
God mode
↑, ⊗, ←, ◎
Weapons for health
△, ⊗, ▣, ◎

WRESTLERS

"I've finished *Smackdown* three times," reckons Lee Hodges of Sheffield, "and this is my definitive list of the best wrestlers ever."
• ***Lee wins an Xploder courtesy of Blaze.***

1. KURT ANGLE
"Kurt is the business because he's genuinely hard," says Lee. Which, of course, he is, having clocked up a stack of college wins as well as the gold medal at the 1996 Olympics. For wrestling, obviously. Not the 100m dash. Or skeet. Or hockey.

2. ROB VAN DAM
"I like RVD as he has a fighting style all of his own and was ECW champ." Office wrestling expert Tom also 'likes' RVD but reckons the best part about him is his "big, big muscles and finely oiled chest area."

3. TAJIRI
The Japanese take their wrestling seriously, which is why Tajiri is one of the most dedicated grapplers around. "I love his moves," says Lee. Tom does too, calling Tajiri's style "educated". Others might call it "kicking people hard in the head".

4. TRISH STRATUS
Eye candy Trish has turned out to be a very handy wrestler indeed. Lee calls her "talented". Tom calls her "talented where it counts".

5. REY MYSTERIO JR
Hobbit-sized Rey has been pitting his wits against the big boys since his parents escaped across the border. "It's in his blood," says Lee. "He dresses nice," says Tom.

U IS FOR...

UFC THROWDOWN

SILVER BELT
Successfully complete UFC Mode with a default or created character to win the Silver belt.

GOLD BELT
Win the Silver belt with any character and enter the UFC Mode. Select the 'Free Weight' Option, then select the same character. Complete UFC Mode again.

PLAY AS MARIO YAMASAKI
Win the Gold belt with a default character to unlock the nasty piece of work that is Mario Yamasaki.

PLAY AS JOHN MCCARTHY
Successfully complete all challenges with Mario Yamasaki. Then, at the character selection screen, highlight Mario Yamasaki and hold L1.

PLAY AS LORENZO FERTITTA
Win the Gold belt in UFC Mode with a created character to unlock Lorenzo Fertitta.

PLAY AS DANA WHITE
Successfully complete all challenges with Lorenzo Fertita. Then, at the character selection screen, highlight

EYES OF A HAWK

TONY HAWK'S UNDERGROUND

THE BEST SECRETS FROM THE BEST 'BOARDER' OUT THERE...

PERFECT RAIL BALANCE
Select "Cheat Codes" at the options menu, then enter letitslide as a code.

PERFECT MANUALS
Select "Cheat Codes" at the options menu, then enter keepitsteady as a code.

MOON GRAVITY
Select "Cheat Codes" at the options menu, then enter getitup as a code. Worth remembering, this doesn't work when driving, though.

ALL FMV SEQUENCES
Select "Cheat Codes" at the options menu, then enter digivid as a code.

COOL SPECIALS
Get all 129 goals.

KID MODE
Get all 129 goals.

ROLLERSKATES
Get all 129 goals.

FLAME
Get all 129 goals.

ALWAYS SPECIAL
Get all 129 goals.

PERFECT SKITCH
Get all 129 goals.

HOTTER THAN HELL LEVEL
Get the last goal (Kill Eric's Best Line) to unlock the Hotter Than Hell level, which features Kiss. You will also unlock the Helicopter FMV sequence.

PLAY AS GENE SIMMONS
Successfully complete the Story Mode on the normal difficulty setting.

PLAY AS IRON MAN
Successfully complete the Story Mode on the beginner difficulty setting.

PLAY AS T.H.U.D.
Successfully complete Story Mode on the sick difficulty setting.

PLAY AS PEDESTRIANS
Clear all gaps in the game.

CREATE-A-DECK MODE
Successfully complete Slamma Jamma in Story Mode.

KISS CONCERT FMV SEQUENCE:
Collect all the letters that spell K-I-S-S in the Hotter Than Hell level. This will unlock the Kiss FMV sequence. Then, collect K-I-S-S again. This will start the KISS Concert. Like, brilliant.

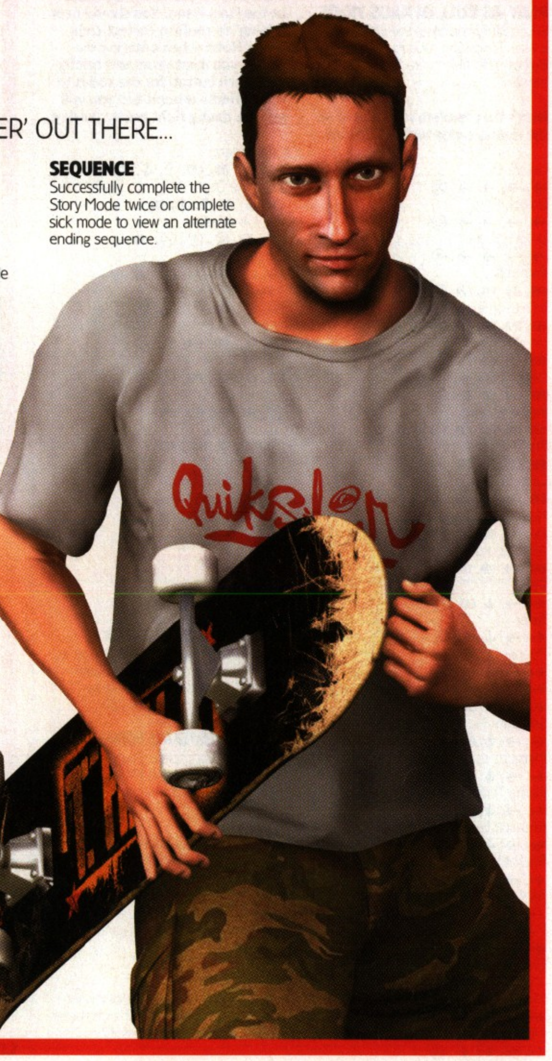
BAILS 1 FMV SEQUENCE
Collect three secret tapes.

BAILS 2 FMV SEQUENCE
Collect six secret tapes.

ALWAYS HARD FMV SEQUENCE
Collect nine secret tapes.

LOST FOOTAGE FMV SEQUENCE
Complete the game under the too easy and beginner difficulty settings to unlock a new "Lost Footage Tape", in which instead of challenging Eric, you punch him and take the tape. Chortle.

ALTERNATE ENDING SEQUENCE
Successfully complete the Story Mode twice or complete sick mode to view an alternate ending sequence.



Lorenzo Fertita and hold L1.

KUNG-FU STYLE
Successfully complete Career Mode with a kick boxer.

KARATE FIGHTING STYLE
Successfully complete Career Mode with a created Sumo fighter to unlock the Karate fighting style.

NIN-JITSU FIGHTING STYLE
Successfully complete Career Mode with a karate fighter to unlock the Nin-Jitsu fighting style to use for created characters.

PLAY AS BRUCE BUFFER
Win the Gold belt in UFC Mode with a default character to unlock Bruce Buffer who will kick some ass for you!

UNREAL TOURNAMENT
CHEAT CODES
Enter the following codes after pausing the game at any point...

Level skip
↑, ↓, ←, →, →, ←, ○

Invincibility
□, ○, ←, →, ○, □

Full ammo
←, →, ○, ○, ○, →, ←

All characters
←, ←, ○, ○, →, ←, ✕

LEVEL SELECT
Save the game and return to the main menu. Select the 'Resume Game' option, then highlight the previously saved game and press: ↑, ↓, ↓, ↑, ←, ↑, →, ↓.

FATBOY MUTATOR
At the main menu, press ○, ○, ○, ↑, ↓, ↓, ↑, ○, ○, ○. Select multiplayer mode and choose the Fatboy Mutator. Get killed to have the new Mutator get thinner. Get a kill to have the Mutator get bigger.

STEALTH MUTATOR
At the main menu, press □, □, ○, ○, □, □ ○, ○. Select multiplayer mode and choose the Stealth Mutator.

BIG HEAD MODE
At the main menu, press ←, →, ←, →, ←, →, ○, ○, ○. Select multiplayer mode, highlight the 'Mutators' option and press ✕. Highlight the new 'Big Head' option, then press →, ✕.

V IS FOR...

V-RALLY 3
Are there any hidden cars in V-Rally 3? You bet your fluffy dice there are! Below is a list of the four additional vehicles available and how to unlock them. Once unlocked, you can select these four-wheeled fancies by choosing the Bonus Cars option from the Car Category Menu.

MITSUBISHI LANCER EVOLUTION VI
Win the 1.6L Championship in V-Rally Mode.

SUBARU IMPREZA 2000
Win the 2.0L Championship in V-Rally Mode.

SEAT CORDOBA REPSOL
Successfully complete the Challenge Mode.

TOYOTA COROLLA V-RALLY
Set a record time for every track.

REVERSED TRACKS
In Time Attack Mode, set a new record for each track in a country to unlock the four reverse versions of the courses.

HOVER-CARS
Create a new driver with the last name MARTY and the first name 21071974. Your car will now hover above the ground.

Small cars
01041977 BIGJIM

Squishy cars
25121975 PILOU

VIRTUA FIGHTER 4
PLAYING AS DURAL
Beat Dural in the Kumite Mode then she'll (yes, that is a 'she' by all accounts) become playable in Versus Mode. You'll be glad to have on your side even if she isn't the sexiest of birds.

PLAYABLE TRAINING STAGES
Below is how to get the three extra training stages for use in Versus Mode. Nice scenery!

TRAINING STAGE ONE
Gain 1st Dan rank in Kumite Mode.

TRAINING STAGE TWO
Gain 5th Dan rank in Kumite Mode.

TRAINING STAGE THREE
Gain Monarch rank in Kumite Mode.

UNLOCKING DURAL'S STAGE
Work your way up to the Emperor Rank in Kumite Mode and you'll be able to play to your heart's content on Dural's futuristic stage – The Hangar. Thankfully, it's about as girly as she is.

VIRTUA FIGHTER 1 MODELS
Firstly you'll need to reach 1st Dan in Kumite Mode (which is no stroll in the park in itself), then, when you choose your character, press and hold R1 (or Punch + Kick if you prefer) until the round starts. Now, as you'll plainly see, your character has changed into their original polygon model. It's blocky, but kind of cool, and definitely retro. Nonetheless, a timely reminder of how far this series has come since its infancy way back in the day.

W IS FOR...

WAKEBOARDING UNLEASHED
CLEAR ALL GAPS
At the Main Menu press: R1, L1, L2, R2, R1, L1, L2, R2, R1, L1, L2 R2, R1, L1, L2, R2

The message 'Wakeboarding Royalty' will appear to confirm correct code entry. Boarders also ride wearing crowns.

UNLOCK SECOND AND THIRD BOARDS
At the Main Menu press: ↑, ↑, ←, ←, →, →, ↓, ↓, ↑, ←, →, ↓, ↑, ←, →, ↓

The message 'You got all the boards...or did you' will appear to confirm correct code entry.

UNLOCK ALL LEVELS
At the Main Menu press: □, □, □, □, ○, ○, ○, ○, △, △, △, △, □, ○, △

The message 'Travel Visa Approved' will appear to confirm correct code entry.

WIPEOUT FUSION
Select Extras at the Main Menu and then go to the Cheats Menu. Enter one of the following codes listed here for the desired effect. Couldn't be easier.

Features unlocked
✕, △, ○, △, ○

Unlimited weapons
△, ○, ✕, ○, □

Unlimited shields
△, △, □, □, □

Retro ships
✕, ○, △, □, ✕

Animal ships
△, ○, ○, △, ✕

Fast ships
□, ✕, ✕, ✕, △

WORLD CHAMPIONSHIP SNOOKER 2003
Input the following code at the Main Menu to unlock everything (players, locations, baize colours etc). A click can be heard to confirm that the code has been entered correctly:

Everything
R1, L1, □, △, □, R1

WORLD RALLY CHAMPIONSHIP
At last – some cheats for Sony's stylish racing sim. There's nothing here that'll actually help you win races, but if you fancy livening things up a little then select the Extra option from the main menu, then enter any of the following in the Code section.

Greater acceleration
EVOPOWER

Comedy commentary
HELIUMAID

RACE GRIFFIN

WRC II EXTREME
CODES TO HELP YOU MASTER THE TRACKS.

Enter the following cheats in the secrets menu to get even more from this already very good game.

CHROME ...Very reflective car
DISCO ....Disco lights effect
NITRO ....Power boost
MOBLUR ....Motion blur
UFOPTER ....UFO effect
KANGAROO ....Bouncy suspension
HELIUM ....High pitched co-driver
EVOS .....All bonuses unlocked

No chassis
THATSSTUPID

Flying cars (in replays)
FLOATYLIGHT

Overhead camera
DOWNBELOW

Reversed camera
ONTHECEILING

Underwater graphics
WIBBLYWOBBLY

Psychedelic graphics
IMGOINGCRAZY

WWE CRUSH HOUR
CODES
All levels and characters/vehicles
At the Character/Vehicle selection screen, press:
□, L2, R2, ○, □, L1, L1, L2

Just Kevin Nash
At the Character/Vehicle selection screen, press: L2, □, R2, ○

Fill Special Meter quickly
Pause during game play, hold L3 and press: △, ○, ○, ○, ○

Unlimited turbo
Pause during game play, hold L3 and press: ✕, L1, R1, R2, △

X IS FOR...

X2: WOLVERINE'S REVENGE
UNLOCK LEVEL SELECT
Press △, ○, △, □, △, ○, L1 + R1 at the Main Menu to activate this cheat.

UNLOCK ALL COSTUMES, CEREBRO FILES AND MOVIES
Press △, ○, △, □, □, □, L1 + R1 at the Main Menu.

UNLOCK CHEATS OPTION
Press △, △, ○, ○, □, □, ○, ○, L1 + R1 + L2 + R2 at the Main Menu. A Cheats Menu is then accessible by pausing the game. The Cheats Menu consists of Invulnerability and Freeze Frame options which you can switch on and off.

Z IS FOR...

ZONE OF THE ENDERS
REFILL AMMO AND HEALTH
Pause the game at any time and press L1, L1, L2, L2, L1, R1, L1, R1, R2, R1.

UNLOCK VERSUS MODE
At the 'Press Start' screen, press ○, ✕, →, ←, →, ←, ↓, ↓, ↑, ↑

ZONE OF THE ENDERS: THE 2ND RUNNER
Here's how to get the best out of your mech and go heavy metal...

EXTRA JEHUTY OFS
Successfully complete the game to unlock the additional Jehuty Orbital Frames: Jehuty Ver.2, Damaged Jehuty and Naked Jehuty. These can be used when playing through the game again after loading your 'Clear Data' game save. They can also be used in Extra Missions and, with the exception of Naked Jehuty, Versus Mode.

UNLIMITED SUBWEAPON ENERGY
Successfully complete the game and restart from your 'Clear Data' game save. Select Naked Jehuty as your OF and equip all subweapons. You can now play through the game with unlimited subweapon energy.

ALTERNATE RANKING IMAGES
Successfully complete the game with an 'A' Rank to view a different background picture at the Rankings screen, which follows the credits. To view another different background picture at the Rankings screen, complete the game with an 'S' or 'SS' Rank.

UNLOCK ZORADIUS MINI-GAME
Successfully complete the game and choose the 'Extra Missions' options from the Main Title screen. Choose any of the Jehuty OFs at the Character Selection screen, but notice that the box below Naked Jehuty is filled with a '?'. Once you have selected a character, choose 'Boss Battle' at the Mode Selection screen and then choose to fight against Vic Viper, which is Stage 03. When the mission starts, pause the game and enter the following code: ↑, ↑, ↓, ↓, ←, →, ←, →, L1, R1. A sound will confirm correct code entry.

Exit and return to the Extra Missions Character Selection screen. Vic Viper should now be a selectable character below Naked Jehuty. Choose Vic Viper to play the Zoradius mini-game.

ZORADIUS POWER-UP CHEAT
Begin the Zoradius mini-game, pause the game and enter the following code: ↑, ↑, ↓, ↓→, ←, →, L1, R1. This will give you all power-ups with the exception of Speed Up.

ALTERNATE ZORADIUS IMAGE
Successfully complete the Zoradius mini-game with a score higher than 570,000 to view a different image at the end of the game.

UNLOCK NAKED JEHUTY IN VERSUS MODE
Successfully complete the game and restart from your 'Clear Data' game save, but make sure you are NOT playing as Naked Jehuty. Play almost all the way through the game, up to the point where you descend down a sloped underground cargo route (just after the massive LEV battle).

When you reach the cargo route exit (which leads to the tunnel where the energy beam pushes Jehuty back), look below the exit and you'll see two corridors that are blocked by red lasers.

Shoot the lasers to disable them and go through into a secret area. Inside you'll be confronted by Naked Jehuty – defeat it and grab the Vs Mech icon from the very centre.

A TO Z TOP FIVES
In association with XPLODER

Send us in your top five and you could win a Region Free DVD, allowing you to play American and Japanese DVDs on your UK PS2!

MY TOP FIVE ARE...

1. ____________________
2. ____________________
3. ____________________
4. ____________________
5. ____________________

I am ____________________

____

And I live at ____________________

____

____

____

____

____

____

SEND THIS FORM TO: TOP FIVES (A to Z),
Cheatzone, 30 Monmouth Street, Bath, BA1 2BW
OR EMAIL TOP FIVES TO: cheatzone@futurenet.co.uk

ALL-NEW CHEAT DISC CODES

ACTION REPLAY

The best new codes for Datel's cheat system...

MEDAL OF HONOR: RISING SUN

Master Code
0E3C7DF2 1853E59E
7EA9CC7D BCDECDFF
CAF25ACD BCA99B83

Infinite Health
DE83374A E0AB9B84
Max Ammo
DE9A060E BCA99B83
DE9A061E E0AB9E6A
Infinite Ammo
DE99F072 BCA99B83
Extra Ammo
0E99F072 BCA99A82
CE99F072 BCA99B84
Nobody Shoots But You
DE82B956 BF899B8B
DE82B952 BCA99B83
Max Grenades Range Attack
DEA91636 FB299B83
Big Jumps
DE83B5FA F8AA55C3
Ultra Big Jumps
DE83B5FA F8AA5583
Moonjump
DE8FFFFE F8AAD983
DE8FFFFA 002AA383
DE8FFF86 C4AF6DC9
0EB1DF38 BCA98A82
DE83B58E C4AC9A43
0EB1DF38 BCA99A82
DE83B58E 82EA9DBB
Press L3+Up to activate

Quicker Game
0EB1DF38 BCA99A70
DEA9099E FC299B83
0EB1DF38 BCA99A70
DE97EC72 BCA99B83
Press L3+Down to activate

Hypermode
0EB1DF38 BCA99A40
DEA9099E FDE99B83
0EB1DF38 BCA99A40
DE97EC72 BCA99B83
Press L3+Right to activate

Slow Motion
0EB1DF38 BCA99A60
DEA9099E FAE99B83
0EB1DF38 BCA99A60
DE97EC72 BCA99B83
Press L3+Left to activate.

Normal Speed
0EB1DF38 BCA99A00
DE97EC72 A2DD88A3
Have All Storyboards
DE951B9E E0AC9A82
DE951B9A 682CDADB
Have All Valor In History
DE951B1E E0AC9A82
DE951B1A 682CDADB
Have All Movies
DE97CD4E E0AB9B84
DE97CD4A 604BDF71
Have All Medals
DE97896E 682B9B83
DE978966 E0AB9A82
Have All Bonuses
DE97893A E0AB9A82
DE9789C2 682B9B83
Have All Missions
DE978BEA E0AB9A82

NEED FOR SPEED: UNDERGROUND

Master Code
0E3C7DF2 1853E59E
EEA3EF5A BCA99C80

Max Cash
DEB42482 C19E7B82
Max Circuit Starts
DEB3A502 C19E7B82
Max Circuit Wins
DEB3A50E C19E7B82
Max Circuit Style
DEB3A50A C19E7B82
Max Style
DEB49C6A C19E7B82

Stacks Of Extras Unlocked A
DEB435E6 BEAB9D85
DEB435E2 BEAB9D85
DEB435CE BEAB9D85
DEB435CA BEAB9D85
DEB435D6 BEAB9D85
DEB435D2 BEAB9D85
DEB435DE BEAB9D85
DEB435DA BEAB9D85
DEB435E6 BEAB9D85
DEB435E2 BEAB9D85
DEB435EE BEAB9D85

Stacks Of Extras Unlocked B
DEB435EA BEAB9D85
DEB435F6 BEAB9D85
DEB435F2 BEAB9D85
DEB434FE BEAB9D85
DEB434FA BEAB9D85
DEB43486 BEAB9D85
DEB43482 BEAB9D85
DEB4348E BEAB9D85
DEB4348A BEAB9D85
DEB43496 BEAB9D85
DEB43492 BEAB9D85
DEB4349E BEAB9D85
DEB4349A BEAB9D85
DEB434A6 BEAB9D85
DEB434A2 BEAB9D85
DEB434AE BEAB9D85
DEB434AA BEAB9D85
DEB434B6 BEAB9D85
DEB434B2 BEAB9D85
DEB434BE BEAB9D85
DEB434BA BEAB9D85
DEB43446 BEAB9D85
DEB43442 BEAB9D85
DEB4344E BEAB9D85

MANHUNT

Master Code
0E3C7DF2 1853E59E
EE8BF1BA BCA99C80
Players must have a memory card in either slot for the Autosave feature to save the levels open

Open All Levels
CE40DFFA BCA99B84
CE40DF2A BCA99B84
CE40DE5A BCA99B84
CE40DD8A BCA99B84
CE40DD3A BCA99B84
CE40DC6A BCA99B84
CE40D39A BCA99B84
CE40D3CA BCA99B84
CE40D27A BCA99B84
CE40D1AA BCA99B84
CE40D1DA BCA99B84
CE40D00A BCA99B84
CE40D7BA BCA99B84
CE40D7EA BCA99B84
CE40D61A BCA99B84
CE40D54A BCA99B84
CE40D4FA BCA99B84
CE40D42A BCA99B84
CE40CB5A BCA99B84
CE40CA8A BCA99B84

All Levels Max Stars
CE40DF86 BCA99B88
CE40DF36 BCA99B88
CE40DE66 BCA99B88
CE40DD96 BCA99B88
CE40DDC6 BCA99B88
CE40DC76 BCA99B88
CE40D3A6 BCA99B88
CE40D3D6 BCA99B88
CE40D206 BCA99B88
CE40D1B6 BCA99B88
CE40D1E6 BCA99B88
CE40D016 BCA99B88
CE40D746 BCA99B88
CE40D7F6 BCA99B88
CE40D626 BCA99B88
CE40D556 BCA99B88
CE40D486 BCA99B88
CE40D436 BCA99B88
CE40CB66 BCA99B88
CE40CA96 BCA99B88

HARRY POTTER: QUIDDITCH WORLD CUP

Master Code
0E3C7DF2 1853E59E
EEAA5C92 BCDD3DA2

P1 Infinite Boost
DE8FFFFE F8AADA03
DE8FFFFA F8AD9BC6
DE8FFF86 682ADA47
DE8FFF9E BF899B8B
DE872396 C4AC9A43

All Cards
D1C2D97E BBA89A82
D1C2D97A BBA89A82
D1C2D906 BBA89A82
D1C2D902 BBA89A82
D1C2D90E BBA89A82
D1C2D90A BBA89A82
D1C2D916 BBA89A82
D1C2D912 BBA89A82

RATCHET AND CLANK 2

0E3C7DF2 1853E59E
EE8C9DF2 BCBBFC82

Infinite Health
DE863362 BCA99BE7

Moonjump
DE8FFFFE F8AB9B97
DE8FFFFA 40EB1D9F
DE8FFF86 E0AA5A82
DE8FFF82 D0EA9B87
DE8FFF96 F8AAD983
DE8FFF92 68EA3A1B
DE8FFF8A F8AB9B9C
DE8FFF9A BF899B8B
DE8D4F16 C4AC9A43

Max Bolts
DE84847E BC399B83
Max Nanotech Level
DE848416 BCD89B83
Max Raritanium Level
DE84847A BC399B83
Max Crystals
CE848418 BCA9C292
Max Moonstones
CE84841A BCA9C292

40 Platinium Bolts
DE8543FE BDAA9C84
DE8543FA
BDAA9C84
DE854386
BDAA9C84
DE854382
BDAA9C84
DE85438E
BDAA9C84
DE85438A
BDAA9C84
DE854396
BDAA9C84
DE854392 BDAA9C84
DE85439E BDAA9C84
DE85439A BDAA9C84

Enable Weapons Codes
Clank Zapper
FE847B01 BCA99B84

Bomb Glove
FE847B02 BCA99B84

Visibomb Gun
FE847B0C BCA99B84
Sheepinator
FE847B0E BCA99B84
Decoy Glove
FE847B09 BCA99B84
Tesla Claw
FE847B08 BCA99B84
Chopper
FE847B14 BCA99B84
Pulse Rifle
FE847B17 BCA99B84
Seeker Gun
FE847B16 BCA99B84
Hoverbomb Gun
FE847B11 BCA99B84
Blitz Gun
FE847B10 BCA99B84
Minirocket Tube
FE847B13 BCA99B84
Plasma Coil
FE847B12 BCA99B84
Lava Gun
FE847B1D BCA99B84
Lancer
FE847B1C BCA99B84
Synthenoid
FE847B1F BCA99B84
Spiderbot Glove
FE847B1E BCA99B84
Bouncer
FE847B25 BCA99B84
Miniturret Glove
FE847B21 BCA99B84
Gravity Bomb
FE847B2E BCA99B84
RYNO II
FE847B22 BCA99B84
Zodiac
FE847B23 BCA99B84
Shield Charger
FE847B2D BCA99B84
Walloper
FE847B35 BCA99B84
Infinite Ammo Codes
Chopper
DE8B675E BCA99BA6
Pulse Rifle
DE8B675A BCA99B8B

Seeker Gun
DE8B6766 BCA99B9C

Hoverbomb Gun
DE8B6762 BCA99B8D

Blitz Gun
DE8B676E BCA99B9C

CHEAT!
OVER 12,000 PS2 CODES IN OUR A TO Z!

Minirocket Tube
DE8B676A BCA99B9C

Plasma Coil
DE8B6776 BCA99B92

Lava Gun
DE8B6772 BCA99B4B

Lancer
DE8B677E BCA99B4B

Synthenoid
DE8B677A BCA99B8F

Spiderbot Glove
DE8B6706 BCA99B8B

Bouncer
DE8B6712 BCA99B9C

Miniturret Glove
DE8B6722 BCA99B97

Gravity Bomb
DE8B672E BCA99B8B

Zodiac
DE8B672A BCA99B87

RYNO II
DE8B6736 BCA99BE7

Shield Charger
DE8B6732 BCA99B88

Weapon Upgrade Codes
Multi-Star
DE8B65BE BCA9FB83

Vaporizer
DE8B65BA BCA9FB83

HK22 Gun
DE8B6546 BCA91F83

Tetrabomb Gun
DE8B6542 BCAA5B83

Blitz Cannon
DE8B654E BCA9FB83

Megarocket Cannon
DE8B654A BCABBB83

Plasma Storm
DE8B6556 BCABBB83

Meteor Gun
DE8B6552 BCABBB83

Heavy Lancer
DE8B655E BCA9FB83

Kilonoid
DE8B655A BCA93B83

Tankbot Glove
DE8B6566 BCA91B83

Heavy Bouncer
DE8B6572 BCA98B83

Megaturret Glove
DE8B6502 BCA9FB83

Mini-Nuke
DE8B650E BCA9FB83

Tesla Barrier
DE8B6512 BCA9FB83

Enable Gadgets
Heli-Pack
FE847B78 BCA99B84

Thruster Pack
FE847B7B BCA99B84

Swingshot
FE847B0D BCA99B84

Gravity Boots
FE847B0B BCA99B84

Grind Boots
FE847B0A BCA99B84

Dynamo
FE847B1A BCA99B84

Tractor Beam
FE847B2C BCA99B84

Thermanator
FE847B27 BCA99B84

Charge Boots
FE847B34 BCA99B84

Hypnomatic
FE847B37 BCA99B84

Enable Items Codes
Hydro-Pack
FE847B7A BCA99B84

Mapper
FE847B05 BCA99B84

Commando Suit
FE847B04 BCA99B84

Armor Magnetizer
FE847B07 BCA99B84

Levitator
FE847B06 BCA99B84

Glider
FE847B15 BCA99B84

Electrolyzer
FE847B24 BCA99B84

Megacorp Helmet
FE847B2F BCA99B84

Biker Helmet
FE847B2E BCA99B84

Box Breaker
FE847B28 BCA99B84

Infiltrator
FE847B2B BCA99B84

All Weapons/Items/Gadgets
DE847B7E BDAA9C84
DE847B7A BDAA9C84
DE847B06 BDAA9C84
DE847B02 BDAA9C84
DE847B0E BDAA9C84
DE847B0A BDAA9C84
DE847B16 BDAA9C84
DE847B12 BDAA9C84
DE847B1E BDAA9C84
DE847B1A BDAA9C84
DE847B26 BDAA9C84
DE847B22 BDAA9C84
DE847B2E BDAA9C84
DE847B2A BDAA9C84

In-Game Cheats
Big Head Rachet
FE8484C1 BCA99B84

Tux Rachet
FE8484C8 BCA99B84

Big Head Clank
FE8484C3 BCA99B84

Mirror Levels
FE8484C2 BCA99B84

Big Head Actors
FE8484C6 BCA99B84

Funny Side Rachet
FE8484C9 BCA99B84

Big Head Enemies
FE8484CF BCA99B84

Beach Boy
FE8484CB BCA99B84

Snow Dude
FE8484C0 BCA99B84

Other Unlocks
First Person Mode
DE84840E BDAA9C84

SMACK DOWN! HERE COMES THE PAIN

Master Code
0E3C7DF2 1853E59E
EE8D0122 BCBA9032

Disable AI
(L3 to Activate,R3 to Stop)
Open Locked Options
DEAE996E E0AB9B84
Infinite Smackdown Use
DE83453A BCA99B83
Items In Shop Cost Nothing
DEAE9F42 E0AB9B83
No Exp Needed for Attr. Pts
DE8C20B6 E0AB9B83
DE901B6A E0ACC292

DANCING STAGE FEVER

Master Code
0E3C7DF2 1853E59E
EE8E1962 BCB978F2

Player One Always Low Speed
CE460336 BCA95B83
Player One Always Ultra Fast Speed
CE460336 BCA96A2E
Player Two Always Low Speed
CE40C04E BCA95B83
Player Two Always Ultra Fast Speed
CE40C04E BCA96A2E
Max Score (Both Players)
DE8A633A F8ACA07D
Full Gauge After 1 Miss
DE8A6456 E0AC9F83
Unlock Tea Pot
DE96591E 9A565B61
Max Perfect
CE4603EA BCA99E6A
Max Great
CE4603F6 BCA99E6A
No Great
CE4603F6 BCA99B83
Max Good
CE4603F2 BCA99E6A

No Good
CE4603F2 BCA99B83
Max Almost
CE4602FE BCA99E6A
No Almost
CE4602FE BCA99B83
Max Boo
CE4602FA BCA99E6A
No Boo
CE4602FA BCA99B83
Max O.K
CE460286 BCA99E6A
No O.K
CE460286 BCA99B83

TIME CRISIS 3

Master Code
0E3C7DF2 1853E59E
EE97957A BCA99C80
Monster Score
D11D3046 C19E7B82
Infinite Lives
D11D3042 BCA99B88
Infinite Time
D11D309A BCA9C963
Handgun Ammo/No Reload
D11D370A BCA99B8C
M-Gun Ammo/No Reload
D11D3716 BCA99B4B
Shotgun Ammo/No Reload
D11D3712 BCA99BD3
Grenade Ammo/No Reload
D11D371E BCA99B88

FIFA 2004

Master Code
0E3C7DF2 1853E59E
EEBC316A BCEB60FA
Max Prestige Points: Career
DED67926 BCA99E6B
Position 1 Scores 9 Goals
DE45E11E BCA99B8C
Position 2 Scores 9 Goals
DE45E11A BCA99B8C
Position 1 Scores 0 Goals
DE45E11E BCA99B8C
Position 2 Scores 0 Goals
DE45E11A BCA99B8C
Goalkeepers are rubbish
DEB4DDC2 BBA89A82

TRUE CRIME: STREETS OF LA

Master Code
0E3C7DF2 1853E59E
EE8E412A BCB9503A
Max Badges
CEB5027A BCA9C292
Quick Badge Increase
CEB5027E BCA99BE6
L3 = More Mission Time
0EB58C98 BCA99A80
DE692C5E BCB38F5F
0EB58C98 BCA99A80
DE692C66 BCB38F5F
R3 = No Mission Time
0EB58C98 BCA99A7E
DE692C5E BCA99B83
0EB58C98 BCA99A7E
DE692C66 BCA99B83
Extra Cars In Impound Lot
FE69219A BCA99B86
All Driving Upgrades
CE692192 BCA99A82
All Combat Moves
CE6922DA BCA99A82
All Guns & Gun Upgrades
CE692206 BCA99A82

GRAND THEFT AUTO: VICE CITY

MASTER CODE
0E3C7DF2 1853E59E
EE8CDC8A BCBBBD9A

LIFE CODES:

Infinite Health
DE8FFFFE F8AEDD4B
DE8FFFFA 68EE9EEB
DE8FFF86 BF899B8B
DE8FFF82 02A99BA7
DE91CA1A C8AC9A43
Infinite Armour
DE8FFFFE F8AEDD4B
DE8FFFFA 68EE9EEF
DE8FFF86 BF899B8B
DE8FFF82 02A9A3B9
DE91CA1A C8AC9A43
Infinite Health And Armour
DE8FFFFE F8AEDD4B
DE8FFFFA 68EE9EEB
DE8FFF86 68EE9EEF
DE8FFF82 BF899B8B
DE8FFF8E 02A99BA7
DE91CA1A C8AC9A43
Freeze Mission Timer
DE97F3E6 BCA99B83
Maximum Money
DE4279D2 C19E7B82
DE4279DE C19E7B82
Walk Through Walls (L3+L2 to activate, L3+R2 to stop)
0E42EEF8 BCA99980
DE8B2776 BCA99B83
0E42EEF8 BCA99880
DE8B2776 C8B7AEE3
Infinite Ammo
DE89766E E0EB9B83
DE8976C6 E0EB9B83
DE897EF2 E0EB9B83
DE897D5E E0EB9B83
Never Lose Weapons
DE83D4CE BF899B8B
DE83D4CA BCA99B83
Cops Have No AI
DE85675E BF899B8B
DE85675A BCA99B83
Slow Motion (Press L2+R2+DOWN)
0E42EEF8 BCA99742
DEB3DA56 FA299B83
Normal game speed (Press L2+R2+Select)
0E42EEF8 BCA99781
DEB3DA56 FB299B83
Disable Car Damage
DE887302 BCA99B83
Loads of Pedestrians
DEB44076 FE299B83
Loads of Traffic
DEB4478E FE299B83

PRO EVOLUTION SOCCER 3

Master Code
0E3C7DF2 1853E59E
E1F50CAA BDB28DBA

Unlock All Shop Items
D1B1F3FA BBA89A82
D1B1F386 BBA89A82
D1B1F382 BBA89A82
Win All Trophies
D1B1F38E BBA89A82
Infinite Transfer Points
D14DA2B6 C19E7B82
Bigger Created Characters
F15CED4B BCA99B82
Home Team Scores 99 (Press R3+L3+L1 to activate)
01AEBC8A BCA9927C
C1489C72 BCA99BE6
Home Team Scores 0 (Press R3+L3+L2 to activate)
01AEBC8A BCA9997C
C1489C72 BCA99B83
Away Team Scores 99 (Press R3+L3+R1 to activate)
01AEBC8A BCA9967C
C1486BE2 BCA99BE6
Away Team Scores 0 (Press R3+L3+R2 to activate)
01AEBC8A BCA9927C
C1486BE2 BCA99B83

THE SIMS: BUSTIN' OUT

Master Code
0E3C7DF2 1853E59E
EE9C3B52 BCCB56E2
Display Debug Info
DEBF6B4A BCA99B84
General Comments On
DEBF6B62 BCA99B84
All Objects Unlocked
DEBF6B56 BCA99B84
All Locations
CEBF6B52 BCA99B84
Secret Interactions
DEBF6B66 BCA99B84
100% Friendship – Any Sim
DEAB8716 E0BC9BE7
Free Play Mode
DEBF81AA 051DBE73
Have Decorative Lawn Gnome
CEBF7478 BCA99B84
Have Money Lawn Gnome
CEBF7478 BCA99B86
Have Motive Lawn Gnome
CEBF7478 BCA99B87
No Hunger Decrease
DEBF82EA BCA99B83
No Hygene Decrease
DEBF8186 BCA99B83
DEBF8182 BCA99B83
No Energy Decrease
DEBF82CA BCA99B83
DEBF82D6 BCA99B83
No Social Decrease
DEBF82F6 BCA99B83
DEBF82F2 BCA99B83
No Comfort Decrease
DEBF82E2 BCA99B83
DEBF82EE BCA99B83
No Bladder Decrease
DEBF818E BCA99B83
DEBF818A BCA99B83
No Fun Decrease
DEBF81FE DCE81087
Everything's Free
DEBF6B4E BCA99B83
DEAB1EC2 BCA99B83

SSX 3

Master Codes
0E3C7DF2 1853E59E
EEBF0762 BCE892F2

ZOE CODES

Max Acceleration
FEB44E26 BCA99BBA
Max Tricks
FEB44E21 BCA99BBA
Max Edging
FEB44E20 BCA99BBA
Max Spin
FEB44E23 BCA99BBA
Max Toughness
FEB44E22 BCA99BBF
Max Stability
FEB44E2D BCA99BBF
Max Speed
FEB44E27 BCA99BBF
Max Cash
DEB44F02 C19E7B82
DEB44F0E C19E7B82
All Rewards
DEB443F6 BBA89A82
DEB443F2 BBA8A282
DEB442FE BBA89A82
DEB442FA BBA89A82
DEB44286 BBA89A82
DEB44282 BBA89A92
DEB4428E BBA89A82
DEB4428A BBA89A82
DEB44296 BBACAA82
DEB44292 BBB89A82
DEB4429E BCA9AA82

MOBY CODES

Max Cash
DEB48D62 C19E7B82
DEB48D6E C19E7B82
Max Acceleration
FEB48C06 BCA99BBA
Max Edging
FEB48C00 BCA99BBA
Max Speed
FEB48C07 BCA99BBA
Max Spin
FEB48C03 BCA99BBA
Max Stability
FEB48C0D BCA99BBA
Max Toughness
FEB48C02 BCA99BBA
Max Tricks
FEB48C01 BCA99BBA
Max All Stats
FEB48C07 BCA99BBA
DEB48C06 F3E0D2BA
CEB48C02 BCA9D2BA
All Rewards
DEB481D6 BBA89A82
DEB481D2 BBA8A282
DEB481DE BBA89A82
DEB481DA BBA89A82
DEB481E6 BBA89A82
DEB481E2 BBA89A92
DEB481EE BBA89A82
DEB481EA BBA89A82
DEB481F6 BBACAA82
DEB481F2 BBB89A82
DEB480FE BCA9AA82

PSYMON CODES

Max Cash
DEB40922 C19E7B82
DEB4092E C19E7B82
Max Acceleration
FEB408C6 BCA99BBA
Max Edging
FEB408C0 BCA99BBA
Max Speed
FEB408C7 BCA99BBA
Max Spin
FEB408C3 BCA99BBA
Max Stability
FEB408CD BCA99BBA
Max Toughness
FEB408C2 BCA99BBA
Max Tricks
FEB408C1 BCA99BBA
Max All Stats
FEB408C7 BCA99BBA
DEB408C6 F3E0D2BA
CEB408C2 BCA9D2BA
All Rewards
DEB40C96 BBA89A82
DEB40C92 BBA8A282
DEB40C9E BBA89A82
DEB40C9A BBA89A82
DEB40CA6 BBA89A82
DEB40CA2 BBA89A92
DEB40CAE BBA89A82
DEB40CAA BBA89A82
DEB40CB6 BBACAA82
DEB40CB2 BBB89A82
DEB40CBE BCA9AA82

GRIFF CODES

Max Cash
DEB43F8A C19E7B82
DEB43F96 C19E7B82
Max Acceleration
FEB43EAE BCA99BBA
Max Edging
FEB43EA8 BCA99BBA
Max Speed
FEB43EAF BCA99BBA
Max Spin
FEB43EAB BCA99BBA
Max Stability
FEB43EB5 BCA99BBA
Max Toughness
FEB43EAA BCA99BBA
Max Tricks
FEB43EA9 BCA99BBA
Max All Stats
FEB43EAF BCA99BBA
DEB43EAE F3E0D2BA
CEB43EAA BCA9D2BA
All Rewards
DEB4337E BBA89A82
DEB4337A BBA8A282
DEB43306 BBA89A82
DEB43302 BBA89A82
DEB4330E BBA89A82
DEB4330A BBA89A92
DEB43316 BBA89A82
DEB43312 BBA89A82
DEB4331E BBACAA82
DEB4331A BBB89A82
DEB43326 BCA9AA82

VIGGO CODES

Max Cash
DEB4F9AA C19E7B82
DEB4F9B6 C19E7B82
Max Acceleration
FEB4F84E BCA99BBA
Max Edging
FEB4F848 BCA99BBA
Max Speed
FEB4F84F BCA99BBA
Max Spin
FEB4F84B BCA99BBA
Max Stability
FEB4F855 BCA99BBA
Max Toughness
FEB4F84A BCA99BBA
Max Tricks
FEB4F849
BCA99BBA
Max All Stats
FEB4F84F
BCA99BBA
DEB4F84E
F3E0D2BA
CEB4F84A
BCA9D2BA
All Rewards
DEB3FD1E
BBA89A82
DEB3FD1A BBA8A282
DEB3FD26 BBA89A82
DEB3FD22 BBA89A82
DEB3FD2E BBA89A82
DEB3FD2A BBA89A92
DEB3FD36 BBA89A82
DEB3FD32 BBA89A82
DEB3FD3E BBACAA82
DEB3FD3A BBB89A82
DEB3FDC6 BCA9AA82

ELISE CODES

Max Cash
DEB42812 C19E7B82
DEB4281E C19E7B82
Max Acceleration
FEB42F36 BCA99BBA
Max Edging
FEB42F30 BCA99BBA
Max Speed
FEB42F37 BCA99BBA
Max Spin
FEB42F33 BCA99BBA
Max Stability
FEB42F3D BCA99BBA
Max Toughness
FEB42F32 BCA99BBA
Max Tricks
FEB42F31 BCA99BBA
Max All Stats
FEB42F37 BCA99BBA
DEB42F36 F3E0D2BA
CEB42F32 BCA9D2BA
All Rewards
DEB42386 BBA89A82
DEB42382 BBA8A282
DEB4238E BBA89A82
DEB4238A BBA89A82
DEB42396 BBA89A82
DEB42392 BBA89A92
DEB4239E BBA89A82
DEB4239A BBA89A82
DEB423A6 BBACAA82
DEB423A2 BBB89A82
DEB423AE BCA9AA82

NATE CODES

Max Cash
DEB4189A C19E7B82
DEB418A6 C19E7B82
Max Acceleration
FEB41FBE BCA99BBA
Max Edging
FEB41FB8 BCA99BBA
Max Speed
FEB41FBF BCA99BBA
Max Spin
FEB41FBB BCA99BBA
Max Stability
FEB41F45 BCA99BBA
Max Toughness
FEB41FBA BCA99BBA
Max Tricks
FEB41FB9 BCA99BBA
Max All Stats
FEB41FBF BCA99BBA
DEB41FBE F3E0D2BA
CEB41FBA BCA9D2BA
All Rewards
DEB41C0E BBA89A82
DEB41C0A BBA8A282
DEB41C16 BBA89A82
DEB41C12 BBA89A82
DEB41C1E BBA89A82
DEB41C1A BBA89A92
DEB41C26 BBA89A82
DEB41C22 BBA89A82
DEB41C2E BBACAA82
DEB41C2A BBB89A82
DEB41C36 BCA9AA82

MAC CODES

Max Cash
DEB45EFA C19E7B82
DEB45E86 C19E7B82
Max Acceleration
FEB45D9E BCA99BBA
Max Edging
FEB45D98 BCA99BBA
Max Speed
FEB45D9F BCA99BBA
Max Spin
FEB45D9B BCA99BBA

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Max Stability
FEB45DA5 BCA99BBA
Max Toughness
FEB45D9A BCA99BBA
Max Tricks
FEB45D99 BCA99BBA
Max All Stats
FEB45D9F BCA99BBA
DEB45D9E F3E0D2BA
CEB45D9A BCA9D2BA
All Rewards
DEB4526E BBA89A82
DEB4526A BBA8A282
DEB45276 BBA89A82
DEB45272 BBA89A82
DEB4527E BBA89A82
DEB4527A BBA89A92
DEB45206 BBA89A82
DEB45202 BBA89A82
DEB4520E BBACAA82
DEB4520A BBB89A82
DEB45216 BCA9AA82

ALLEGRA CODES

Max Cash
DEB46E72 C19E7B82
DEB46E7E C19E7B82
Max Acceleration
FEB46D16 BCA99BBA
Max Edging
FEB46D10 BCA99BBA
Max Speed
FEB46D17 BCA99BBA
Max Spin
FEB46D13 BCA99BBA
Max Stability
FEB46D1D BCA99BBA
Max Toughness
FEB46D12 BCA99BBA
Max Tricks
FEB46D11 BCA99BBA
Max All Stats
FEB46D17 BCA99BBA
DEB46D16 F3E0D2BA
CEB46D12 BCA9D2BA
All Rewards
DEB462E6 BBA89A82
DEB462E2 BBA8A282
DEB462EE BBA89A82
DEB462EA BBA89A82
DEB462F6 BBA89A82
DEB462F2 BBA89A92

MAX PAYNE 2

Master Codes
0E3C7DF2 1853E59E
EEBA75AE BCED24B6
Infinite Health
DEA89872 F8AADEFD
DEA8987E 682A9B5F
Infinite Painkillers
DEA03D9A BCA99B83
Infinite Ammo
DEA026B2 BCA99B83
Extra Ammo
CEA026B2 BCA99B84
One Hit Kills
DEA6A33E 68299B5F
Infinite Bullet Time
DE95AC6E BCA99B83
Disable Aggressive AI
DE978652 CCA99BB9
Low Gravity/Double Jumps
DE4343CEBCA99B83
DE4343E6 BCA99B83
DE4343D6 FC299B83
DE4343DE FC299B83
Fast Speed (Press R3+Up to Activate)
0E6C0B92 BCA99A6E
DE95DFFA F8ABDA43
Faster Speed (Press R3+Right to Activate)
0E6C0B92 BCA99A5E
DE95DFFA F8ABDBC3
Fastest Speed (Press R3+Down to Activate)
0E6C0B92 BCA99A3E
DE95DFFA F8ABDC83
Normal Speed (Press R3+Left to Activate)
0E6C0B92 BCA99AFE
DE95DFFA F8ABDA03

LORD OF THE RINGS: RETURN OF THE KING

Master Codes
0E3C7DF2 1853E59E
EE9C333E BCA99C80
Infinite Health
DE8585E6 BCA99B83
1 Hit Kills
DE801CAE 6A099B13

PRINCE OF PERSIA

Master Codes
0E3C7DF2 1853E59E
EE8EBEDA BCB9DB6A
Infinite Health
DE91503E C4AC9A43
DE91503A 6AEA9B8B
DE8FFFFE E0AA9C83
DE8FFFFA 68EA9B83
DE8FFF86 C4B40434

ALL-NEW CHEAT DISC CODES

XPLODER

The hottest new codes for Blaze's Xploder cheat system. To stand a chance of winning a copy of XPLODER, turn the page now!

RATCHET AND CLANK 2

Mastercode
9440B9AC BD6E445C
Unlimited Nanotech
C:24909168 B6744538
Unlimited Bolts
2444967E FDFD594A
Unlimited Ammunition
Clank Zapper
2490102E B474477E
Bomb Glove
2490102A 3C7447DC
Visibomb Gun
2490132C B474474C
Decoy Glove
2490132C B474477C
Tesla Claw
2490132A BC7407CC
Chopper
24101128 3C74474E
Pulse Rifle
2490112A 3474476C
Seeker Gun
2410112E 3474475C
Hoverbomb Gun
2490112A 3474477E
Blitz Gun
2490112A 3C7447CC
Minirocket Tube
2410112E 347447EC
Plasma Coil
2410112A B47447DE
Lava Gun
2480192A 347447FC
Lancer
24801A2A 34F4474C
Synthenoid
2490122A B4F4476C
Spiderbot Glove
2490122A 34F4475C
Bouncer
2410122E 34F447FC
Miniturret Glove
2490102C B4F4477C
Gravity Bomb
2490102A 34F447CC
Zodiac
24901028 B4F447EC
RYNO II
24801028 BCF447DC
Shield Charger
24101028 B4F447FC
Unlock Weapon
Clank Zapper
04109668 34F47158
Bomb Glove
04909668 34F4517A
Visibomb Gun
04109669 34F4517A
Sheepinator
04909668 B4F451C8
Decoy Glove
04109668 B4F471C8
Tesla Claw
04909669 B4F451CA
Chopper
04109669 B4F451EA
Pulse Rifle
0490966B 34F471E8
Seeker Gun
0410966A 34F451D8
Hoverbomb Gun
0490966A 34F471DA
Blitz Gun
0410966B 34F451DA
Minirocket Tube
0490966B B4F471D8
Plasma Coil
0410966A B4F451F8
Lava Gun
0490966A B4F471FA
Lancer
0410966B B4F451FA
Synthenoid
0490966D 34F471F8
Spiderbot Glove
0410946C 34F45148
Bouncer
0490946C 34F4716A
Miniturret Glove
0410946C 34F4715A
Gravity Bomb
0490946D B4F45158
Zodiac
0410946D B4F47158
RYNO II
0490946C B4F4517A
Shield Charger
0410946C B4F4717A
Walloper
0490946E 34F471E8
Unlock Hand Items
Swingshot
04109668 34F47178
Dynamo
04109468 34F45168
Thermanator
04109469 34F47168
Tractor Beam
04109469 34F45178
Hypnomatic
04109469 34F471E8
Unlock Back Packs
Heli-Pack
04109669 34F45148
Throughster-Pack
04109669 34F47148
Unlock Foot Items
Gravity Boots
04109669 34F471C8
Grind Boots
04109668 34F451E8
Charge Boots
04109469 34F451E8
Unlock Items
Hydro-Pack
04109668 34F45168
Mapper
04109668 34F47168
Commando Suit
04109669 34F45168
Levitator
04109668 34F45158
Glider
04109668 34F471E8
Electrolyzer
04109469 34F45168
Megacorp Helmet
04109469 34F47178
Biker Helmet
04109468 34F451C8
Quark Statuette
04109468 34F471C8
Box Breaker
04109469 34F451C8
Infiltrator
04109469 34F471C8

TONY HAWK'S UNDERGROUND

Mastercode
94C495F0 36E64266
Unlimited Special
249034E8 31B4D135
248A34EA 3896D18D
241034E8 30B4D19D
248A34EA B896D1BD
Mission Time
24D09768 1634C5DC
Mastercode
901076E4 0C0C6A42
Unlimited: Special
202369AC 24020C00
202369B0 AE220068
202369B8 24020001
202369BC AE22006C
Unlimited: Mission Time
20245258 00000000
10* Score Multiplier
20237510 2642000A
50* Score Multiplier
20237510 26420032
100* Score Multiplier
20237510 26420064

FIFA 2004

Mastercode
9042C574 0C110E17
Note – must be on for the following cheats
200C0000 3C01000C
200C0004 34210100
200C0008 00300821
200C000C 80210000
200C0010 5C200002
200C0014 24420005
200C0018 24420001
200C001C 0807953D
200C0020 AC620000
201E54EC 08030000

Player 1 scores 5 per goal
000C0100 00000001
Player 2 scores 5 per goal
000C0101 00000001
Start career with 64,000 points
202F97CC 3403FA00
Disable Career Spending
202FA944 24002402
202FA988 24001972
Increase Home Team Score
D065DE02 0000FBFE
30200001 005915A0
Buttons: (Hold Select & Press L1)
Increase Away Team Score
D065DE02 0000F7FE
30200001 005915A4
Buttons: (Hold Select & Press R1)
Reset Clock
D065DE02 0000FEFE
205940B8 00000000
Buttons: (Hold Select & Press L2)
End Half
D065DE02 0000FDFE
205940B8 00000300
Buttons: (Hold Select & Press R2)

TRUE CRIME: STREETS OF LA

Mastercode
9038AE58 0C0E2B58
Unlimited Health
20228B9C E4CC01D0
One Hit Kill (Shooting)
2012C3A8 10000061
One Hit Kill (Fighting)
20131E1C AE0001D0
Unlimited Time On Timed Missions
201FC034 3C013634
Unlimited Ammunition
2023AC84 3C013634

DRIVING STATS:
All Cars Unlocked
2075D524 00000003
Unlock All Manoeuvres
2075D51C 0000FFFF
GUNPLAY STATS:
Unlock All Guns & Upgrades
1075D488 000071FF
COMBAT STATS:
Unlock All Grapples & Attacks
2075D4E0 00007FFF

SSX 3

Mastercode
903FF6A0 0C10AF1E

ZOE:
Maximum Cash
204AAF8C 05F5E0FF
204AAF90 05F5E0FF
Maximum Acceleration
004AB0A8 00000037
Maximum Edging
004AB0AA 00000037
Maximum Speed
004AB0A7 00000037
Maximum Spin
004AB0AB 00000037
Maximum Stability
004AB0AD 00000037
Maximum Toughness
004AB0AC 00000037
Maximum Tricks
004AB0A9 00000037
Maximum All Stats
004AB0A7 00000037
204AB0A8 37373737
104AB0AC 00003737

WIN!!
BLAZE'S
REGION FREE
DVD DISC
see p84

MOBY:
Maximum Cash
204A716C 05F5E0FF
204A7170 05F5E0FF
Maximum Acceleration
004A7288 00000037
Maximum Edging
004A728A 00000037
Maximum Speed
004A7287 00000037
Maximum Spin
004A728B 00000037
Maximum Stability
004A728D 00000037
Maximum Toughness
004A728C 00000037
Maximum Tricks
004A7289 00000037
Maximum All Stats
004A7287 00000037
204A7288 37373737
104A728C 00003737

PSYMON:
Maximum Cash
204AEDAC 05F5E0FF
204AEDB0 05F5E0FF
Maximum Acceleration
004AEEC8 00000037
Maximum Edging
004AEECA 00000037
Maximum Speed
004AEEC7 00000037
Maximum Spin
004AEECB 00000037
Maximum Stability
004AEECD 00000037
Maximum Toughness
004AEECC 00000037
Maximum Tricks
004AEEC9 00000037
Maximum All Stats
004AEEC7 00000037
204AEEC8 37373737
104AEECC 00003737

GRIFF:
Maximum Cash
204ABF14 05F5E0FF
204ABF18 05F5E0FF
Maximum Acceleration
004AC030 00000037
Maximum Edging
004AC032 00000037
Maximum Speed
004AC02F 00000037
Maximum Spin
004AC033 00000037
Maximum Stability
004AC035 00000037
Maximum Toughness
004AC034 00000037
Maximum Tricks
004AC031 00000037
Maximum All Stats
004AC02F 00000037
204AC030 37373737
104AC034 00003737

VIGGO:
Maximum Cash
204AFD34 05F5E0FF
204AFD38 05F5E0FF
Maximum Acceleration
004AFE50 00000037
Maximum Edging
004AFE52 00000037
Maximum Speed
004AFE4F 00000037
Maximum Spin
004AFE53 00000037
Maximum Stability
004AFE55 00000037
Maximum Toughness
004AFE54 00000037
Maximum Tricks
004AFE51 00000037
Maximum All Stats
004AFE4F 00000037
204AFE50 37373737
104AFE54 00003737

ELISE:
Maximum Cash
204ACE9C 05F5E0FF
204ACEA0 05F5E0FF
Maximum Acceleration
004ACFB8 00000037
Maximum Edging
004ACFBA 00000037
Maximum Speed
004ACFB7 00000037
Maximum Spin
004ACFBB 00000037
Maximum Stability
004ACFBD 00000037
Maximum Toughness
004ACFBC 00000037
Maximum Tricks
004ACFB9 00000037
Maximum All Stats
004ACFB7 00000037
204ACFB8 37373737
104ACFBC 00003737

NATE:
Maximum Cash
204ADE24 05F5E0FF
204ADE28 05F5E0FF
Maximum Acceleration
004ADF40 00000037
Maximum Edging
004ADF42 00000037
Maximum Speed
004ADF3F 00000037
Maximum Spin
004ADF43 00000037
Maximum Stability
004ADF45 00000037
Maximum Toughness
004ADF44 00000037
Maximum Tricks
004ADF41 00000037
Maximum All Stats
004ADF3F 00000037
204ADF40 37373737
104ADF44 00003737

MAC:
Maximum Cash
204AA004 05F5E0FF
204AA008 05F5E0FF
Maximum Acceleration
004AA120 00000037
Maximum Edging
004AA122 00000037
Maximum Speed
004AA11F 00000037
Maximum Spin
004AA123 00000037
Maximum Stability
004AA125 00000037
Maximum Toughness
004AA124 00000037
Maximum Tricks
004AA121 00000037
Maximum All Stats
004AA11F 00000037
204AA120 37373737
104AA124 00003737

ALLEGRA:
Maximum Cash
204A907C 05F5E0FF
204A9080 05F5E0FF
Maximum Acceleration
004A9198 00000037
Maximum Edging
004A919A 00000037
Maximum Speed
004A9197 00000037
Maximum Spin
004A919B 00000037
Maximum Stability
004A919D 00000037
Maximum Toughness
004A919C 00000037
Maximum Tricks
004A9199 00000037
Maximum All Stats
004A9197 00000037
204A9198 37373737

KAORI:
Maximum Cash
204A80F4 05F5E0FF
204A80F8 05F5E0FF
Maximum Acceleration
004A8210 00000037
Maximum Edging
004A8212 00000037
Maximum Speed
004A820F 00000037
Maximum Spin
004A8213 00000037
Maximum Stability
004A8215 00000037
Maximum Toughness
004A8214 00000037
Maximum Tricks
004A8211 00000037
Maximum All Stats
004A820F 00000037
204A8210 37373737
104A8214 00003737

GRAND THEFT AUTO: VICE CITY

Mastercode
F0100008 00122217
Have All Weapons
205C7DE4 00000064
Cannot Be Arrested
20198d60 03e00008
20198d64 00000000
20198f30 03e00008
20198f34 00000000
Unlimited Time
202B5D30 03E00008
202B5D34 00000000
Notes: (Timed Missions Only)

Unlimited Health
200C0220 3C0142C8
200C0224 AC410368
200C0228 03E00008
200C022C 44020000
202D2CA4 0C030088
Unlimited Armour
200C0230 3C0142C8
200C0234 AC41036C
200C0238 03E00008
200C023C 46000836
202D2E7C 0C03008C
Unlimited Money
205C7DDC 05F5E0FF
205C7DE0 05F5E0FF
Unlimited Sprint
005C7E7C 00000001
Unlimited Ammunition, All Weapons
20158874 00000000
201588CC 00000000
All Weapons Inside Car
20158100 00000000
20158164 00000000

ALL VEHICLES:
No Collision Damage
2016f690 03e00008
2016f694 00000000
No Weapons Damage
201864f0 03e00008
201864f4 00000000
Cars Hover On Water
004B1150 00000001
Cops Get Out & Walk Away
20199410 03e00008
20199414 00000000

HAVE ANY CAR:
Linerunner
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040085
Perennial
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040086
Sentinel
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040087
Patriot (Boat)
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040088
Firetruck
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040089
Trashmaster
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008A
Stretch (Limo)
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008B
Manana
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008C
Infernus
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008D
Voodoo
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008E
Pony
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404008F
Mule
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040090
Cheetah
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040091
Ambulance
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040092
FBI Washington
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040093
Moonbeam
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040094
Esperanto
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040095
Taxi
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040096
Washington
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040097
Bobcat
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040098
Mr. Whoopee
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 24040099
BF Injection
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404009A
Hunter (Chopper)
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404009B
Police
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404009C
Enforcer
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404009D
Securica
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404009E
Banshee
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 2404009F
Bus
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 240400A1
Rhino (Tank)
10276AFC 0000001A
10276B0C 00000042
20276B20 0C09E804
20276B24 240400A2
Fun Cheats - City Riots
101c7c8c 00000008
Babe Magnet
004B125C 00000001
Increase Game Speed By Half
204B0DD8 3F000000
2x
204B0DD8 40000000
4x
204B1C58 40800000
100x
204B0DD8 42C80000

MAX PAYNE 2 THE FALL OF MAX PAYNE

Master Code
904DC41C0C04CEBA
Unlimited Health
20365E7C3C02437A
20365E80AC8200DC
Unlimited Painkillers
203EC1B824010009
203EC1CCAC810000
Unlimited Ammunition
203ED83C24013634
Unlimited Bullet Time
202957A0E6401544
20295274E6401544
Unlock All Difficulty/Level Select
204213E424020001
Have Idiot AI
203853C003E00008
203853C400000000
Have One Hit Kill
200C200090810003
200C200454200001
200C2008AC8000DC
200C200C080E14F0
200C201000000000
202779400C030800

LORD OF THE RINGS: THE RETURN OF THE KING

Mastercode
948098E6 3DA68DDE
Unlimited Health
24802DFA 32F65059
Range Weapon
249015CE B274517B

MEDAL OF HONOR RISING SUN

Master Code
9030B7940C0C2CDA
Unlimited Health
200C20003C0142C8
200C200403E00008
200C2008AC610014
201E027C08030800
Unlimited Ammunition
2025067C24013634
Have All Medals
2010BF50FFFFFFFF
Unlock All Levels
2010BF54FFFFFFFF
Unlock All Valor In History
2010BF58FFFFFFFF
Unlock Storyboards
2010BF5CFFFFFFFF
Unlock All Bonus (In Options)
2010BF64FFFFFFFF

UNLOCK MOVIES:
Pearl Harbor
0010C4F200000001
Fall Of The Philippines
0010C4FA00000001
Midnight Raid On Guadalcanal
0010C50200000001
Pistol Pete Showdown
0010C50A00000001
Singapore Sling
0010C51200000001
In Search Of Yamashita's Gold
0010C52200000001
A Bridge On The River Kwai
0010C52A00000001
Supercarrier Sabotage
0010C53200000001

All Replay Items
203CBA2400000001
Bullet Shield
203CBA0400000001
Rubber Grenades
203CBA0C00000001
Men With Hats
203CBA0800000001
Always Sniper
203CB9F800000001
Invisible Soldiers
203CBA1C00000001
Perfectionist Mode
203CBA1800000001
Immortality
203CB9F000000001
Slow MOH
203CB9FC00000001

BALDUR'S GATE: DARK ALLIANCE

Master Code
F010000800207087
No Encumbrance
20298AA43F800000
Unlimited health
20298A24461C3C00
20298A28461C3C00
Unlimited Energy
20298A3C461C3C00
20298A40461C3C00
Unlimited Gold
20298A5C000F423F
Unlimited Skill Points
20298A6000000063

NEED FOR SPEED: UNDERGROUND

Master Code
903B1580 0C0EEA50
Maximum Style Points
204A6274 0BEBC200
Maximum Cash
204ADA0C 0BEBC200
Visuals: Unlock All Visuals
404AC9E8 001A0001
02020202 04041969
404A6278 00200002
01010101 04041969
104A62E8 00000101
Performance: Unlock Everything
404AC9E8 001A0001
02020202 00000000

CHEAT!
OVER 12,000 PS2 CODES IN OUR A TO Z!

EYE TOY: PLAY

Master Code
F01576300011AC6F

BEAT FREAK:
Maximum Style Bar
204F86383F800000
Maximum Combo Counter
204F862400000063
Maximum Score
204F86200098967F

WISHI WASHI:
Freeze Timer
2032FCC000002300
Maximum Score
204D4A88000F423F

KEEP UPS:
Unlimited Time
201D46EC34020130
Unlimited Lives
204CC41000000003
Maximum Combo Keep Ups
204CC43C000F423F
Maximum Keep Ups
204CC438000F423F
Maximum Skill
204CC42C000F423F

UFO JUGGLER:
Unlimited Lives
21C0B8D000000003
Maximum Skill
204D28A4000F423F
Maximum Score
204D28AC000F423F
Maximum UFOs
204D28A0000F423F

SLAP STREAM:
Unlimited Lives
204E5C6000000003
Maximum Score
204E5C28000F423F
Maximum Skill
204E5C38000F423F

PLATE SPINNER:
Unlimited Lives
2194545000000003
Maximum Score
21945454497423F0

ROCKET RUMBLE:
Unlimited Audience Interest
202CBD943C0142C8
202CBD9844810000
Maximum Biggest Bang
204EA67C000F423F
Total Score
204EA64F000F423F
Rockets
204EA674000F423F

GHOST HUNTER

Master Code
9044489C0C113EDF
Unlimited Health
202EEFA03C1342C8
202EEFA4AC5302D4
Unlimited Ammunition
202150C0242007B4
Unlimited Ghost Energy
20322FB800601023

GREGORY HORROR SHOW

Master Code
901912D00C0453B4
Unlimited Health
504505D000000004
004505D404041969

CONDITION:
Never Tired
004505EB00000000
Never Have A Headache
004505E800000000
Never Nervous
004505EA00000000
Never Confused
004505EC00000000
Never Melancholic
004505E900000000

BOOKS:
The Gunman #1
0045084200000001
The Gunman #2
0045084800000001
The Gunman #3
0045084E00000001
The Gunman #4
0045085400000001
The Gunman #5
0045085A00000001
Judgement Day #1
0045086000000001
Judgement Day #2
0045086600000001
Judgement Day #3
0045086C00000001
Judgement Day #4
0045087200000001
Judgement Day #5
0045087800000001
Spin The Wheel #1
0045087E00000001
Spin The Wheel #2
0045088400000001
Spin The Wheel #3
0045088A00000001
Spin The Wheel #4
0045089000000001
Me And My Dolly #1
0045089600000001
Me And My Dolly #2
0045089C00000001
Me And My Dolly #3
004508A200000001
Me And My Dolly #4
004508A800000001
Warped Time #1
004508AE00000001
Warped Time #2
004508B400000001
Warped Time #3
004508BA00000001
Brother's Lasso #1
004508C000000001
Brother's Lasso #2
004508C600000001
Brother's Lasso #3
004508CC00000001
I Hate Smoke #1
004508D200000001
I Hate Smoke #2
004508D800000001
Sick But Happy #1
004508DE00000001
Sick But Happy #2
004508E400000001
Syringe Monthly #1
004508EA00000001
Syringe Monthly #2
004508F000000001
Syringe Monthly #3
004508F600000001
Fish Life #1
004508FC00000001
Fish Life #2
0045090200000001
Fish Life #3
0045090800000001
Tough Choice #1
0045090E00000001
Tough Choice #2
0045091400000001
Blood Horoscope #1
0045091A00000001
Blood Horoscope #2
0045092000000001
Prison Of Hope #1
0045092600000001
Prison Of Hope #2
0045092C00000001
Gregory Exposed #1
0045093200000001
Gregory Exposed #2
0045093800000001
Gregory Exposed #3
0045093E00000001
Back In Time #1
0045094400000001
Back In Time #2
0045094A00000001
Back In Time #3
0045095000000001
Angel Photos #1
0045095600000001
Angel Photos #2
0045095C00000001
Guide To Poison #1
0045096200000001
Guide To Poison #2
0045096800000001

MANHUNT

Master Code
90130A840C04997A

UNLIMITED:
Health
20112CA4AFC20010
Stamina
201C0FC83C013F80
201C0FCCAC8106EC
Ammunition
2026680824013634

SCENE SELECTION:
Born Again
005E1F0400000001
Doorway Into Hell
005E1FB400000001
Road To Ruin
005E206400000001
White Trash
005E211400000001
Fuelled By Hate
005E21C400000001
Grounds For Assault
005E227400000001
Strapped For Cash
005E232400000001
View Of Innocence
005E23D400000001
Drunk Driving
005E248400000001
Graveyard Shift
005E253400000001
Mouth Of Madness
005E25E400000001
Doing Time
005E269400000001
Kill The Rabbit
005E274400000001
Divided They Fall
005E27F400000001
Press Coverage
005E28A400000001
Wrong Side Of The Tracks
005E295400000001
Trained To Kill
005E2A0400000001
Border Patrol
005E2AB400000001
Key Personnel
005E2B6400000001
Deliverance
005E2C1400000001

SIMPSONS: HIT AND RUN

Master Code
F01000080040877B
No Damage All Vehicles
2028C11834013634
Unlimited Time On Timed Missions
20173F1434023634

THE HELPING HAND

Stuck on a game? Found something great? Just want to chat? The Hand wants to hear from you! All of you.

E-MAIL CHEATZONE@FUTURENET.CO.UK
MAIL HELPING HAND, FUTURE PUBLISHING, 30 MONMOUTH ST, BATH, BA1 2BW
FAX 01225 732275

STUCK? THE HAND CAN HELP! BEST EFFORT WINS A PS2 GAME!

EVERY LETTER WINS!!

Yep, every letter we publish will be sent an extra special prize – an Xploder cheats disc, courtesy of Blaze. This nifty piece of equipment is packed with all the latest cheats – all you have to do is whack it in your PS2 drive to access codes for big games like True Crime, FIFA 2004, Here Comes The Pain and Medal Of Honor.

FILL ME KRAKEN

Dear Helping Hand,
How the hell do you defeat the *Kraken in Indiana Jones And The Emperor's Tomb*? It's doing my head in!
TINA VIA EMAIL

That's what I like. Quick and to the point. No real greeting, no messing, no whys, wheres, or do-you-mind-if-I-don'ts. But... no thanks either. Not even a 'ta'. Not even a 'look, I'm too busy to speak, but you know the drill, 'preciate it and all that, see you next week for that party round my gaff'.

Anyway, you'll probably find this irksome underwater encounter takes its sweet, sweet time, but perseverence is the name of the game. Before you even think about giving the Kraken the runaround, swim to the left and get out of the water. You should find some supplies and the Super Speargun. Oui? Jump back in the water to face the Kraken.

Okay, here's the first part: dive under the water and avoid the jellyfish as best you can. If a jellyfish does latch on to you, repeatedly press ⊡ to make Indy shake it off.

Now, when the Kraken's ahead of Indy, use L1 to aim the Super Speargun at one of its orange eyes. Repeatedly shoot at the eye until the Kraken retreats to the safety of its cave. While it's out of the way, quickly swim down to the area where it was and plant a Demo Charge on one of the four columns. Swim away once the charge has been placed and repeat for the remaining three pillars. When all those pillars have been destroyed the Kraken will be beaten.

- *Teen, love, you didn't include your address so we can't send you your free copy of Xploder. Better contact us now!*

MAID TO MEASURE

Dear Helping Hand,
Okay, here's one for you: how in the wide, wide world of sport can you get hold of this maid's costume I've heard about in *The Sims: Bustin' Out*? I've been 'at' the game for a while and haven't come across it yet.
STEVEN OUGHTON VIA EMAIL

Mmm, this is vexing for two reasons: **1.** Because you – as a bloke – seem a little *too* interested in the maid's costume; and **2.** Because, while it's possible to access the costume, it seems to be a totally random occurence. At least that's how it *appears*. See, we've played through the game twice now and we haven't managed to access the costume, and yet we know it's possible because we've seen it in action in pre-production copies of the game that EA showed us months back. So... we're going to open this up to the floor: if YOU know how to access the maid's costume, then contact us immediately. They'll be an extra special prize for the first letter or email The Hand receives through its letterbox.

SNIPPETS

MAN ALIVE

Dear Helping Hand,
Just completed *Manhunt* on Hardcore and have unlocked a couple of very useful cheats indeed. In fact, they're so useful it's a shame you only get them at the end as I would have been half-tempted to use them during the course of them. A Silent and Stamina cheat would really have gone down a treat. Anyway... here's how to access the RUNNER and SILENCE cheats: to always have stamina, enter R2, R2, L1, R2, ←, →, ←, → at the Main Menu; and to always walk stealthily (so enemies can't hear you) enter R2, L1, R2, L1, →, ←, ←, ← at the Main Menu. Good luck!

★ LEE ORMONDROD, ST ALBANS

MATRIX AND TREAT

Dear Helping Hand,
I know it's a bit old now, but I recently picked up *Enter The Matrix* and have found a cracking combo for Niobe. Still interested? Well, here it is: (works, assuming you are facing right) ← + △, ← + △, (hold L1) ← + △, ← + △, → + ◎. I've found this makes things much easier when facing regular Agents but also comes in very, very handy indeed when facing bosses too.
★ DAVE, VIA EMAIL

The last train home: *The Great Escape* is 'niggly' at the best of times, but this level's a nightmare.

- *Steve, mate, you didn't include your address so we can't send you your free copy of Xploder. Better contact us now!*

TRAIN OF FRAUGHT

Dear Helping Hand,
I'm stuck on *The Great Escape*. Absolutely stuck. I'm on the Last Train Home level and just can't stay alive. Anyway, I'm hoping that you might be able to offer me some advice as I've heard I'm nearing the end of the game and I'm desperate to complete it properly, without using any of the cheats. Please. Anything.
SIMON HOWELLS MANCHESTER

Set the table: We haven't yet found the maid's costume in *Bustin' Out*. Er, air hockey any good?

Like your attitude, Simes, like your attitude. Here at The Hand I like to promote gamesplaying the traditional way: months of hard graft that ends up in either a) wonderful success, or b) a coronary and subsequent hospitalisation.

So, with that in mind, here's a little something special to help you through this arse-tighteningly tough section...

1. When you climb on to the roof of the train, immediately assume a crawl or crouch position. If you're lucky the nearby Goons won't see you. (If you're not to lucky, you may have to start the level again... but stick at it because this strategy really does work. Honest. No, honest. Really.)

2. Right, assuming things have gone well, you should be able to take out the nearest two before they know what's happening. Stay near the top of the ladder and pick off the Germans as they approach. Use the Arminius Revolver first, saving the MP40 Sub-Machine Gun for when things get really heavy. Make your way along the train whenever you can, but make sure you stay low to avoid both enemy fire and bridges. I advise you to use R2 regularly to look behind you for any crafty Germans trying to sneak up on you.

3. When you reach the third gap between the carriages, drop down and continue the rest of the way to the rear of the train through the carriages. There are plenty of Goons on board, so keep your weapon equipped. Once you've

STAR LETTER

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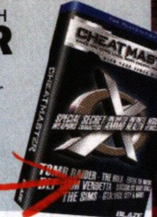
Every month, the winner of the Star Letter will recieve an Xploder cheats disc from Blaze, and a game of their choice!



It's all Rover now: Matt gives his real-life customisation a defiant thumbs up, having repainted his J-reg Rover with a tin of Dulux.

SPEED SELLER

Dear Helping Hand,
I found last month's *Need For Speed: Underground* guide very useful – and am looking forward to the next part of it. (*Check out young Matthew's customising guide, starting on page 44* – The Hand.) But, one thing that surprises me about the game is just how popular it's been. I was in Game the other week and saw that it was number one in their charts. No idea how 'official' Game's charts are, but even so... a lot of people go into Game so presumably a lot of people have bought *NFS*. It's really good, don't get me wrong, but for me it doesn't have anywhere near the longevity or excitement of some of the other games out there at the moment.
JEREMY DUVEN VIA EMAIL

We're not so sure. Delve deep and *NFS* is incredibly detailed, with thousands and thousands of customisable options. And it's in this area that it probably scores big points with gamers (mostly male). For the pink fluffy dice crowd, this is the absolute bees knees, a game that expertly targets what they love about cars: big engines, bigger spoilers and loud music. At a basic level it's also a very decent racer that rattles along from beginning to end. Matt doesn't even like cars and he's absolutely *hooked* on it.

made it to the back of the train, grab Blythe from the toilet (you did leave him in the end toilet, didn't you?) open the rear door and jump to freedom. Phew. Problems over.

SOME STRIKE IT HOT

Dear Helping Hand,
I'm working my way through Master League on *Pro Evolution 3* and was wondering whether you might be able to offer any handy tips for good buys. I'm specifically looking for some reliable strikers, who won't cost me too much but will bang the goals in.
MIKE CANTON SWANSEA

Hearing you, Mike, hearing you. There's a number of good quality strikers in the game who will hit the back of the net without sending you spiralling into the red. Here's a few good slices of VFM...

1. Boa Morté
In the office, Arsenal fan Tim refers to the Portuguese Pelé as 'Rigo Morté' after a dodgy goal-free spell at Highbury. However, you'll be pleased to hear, he's a bit of a steal in the game. For **5,688 transfer points** you get the following: • Top Speed: 89 • Short pass accuracy: 79 • Acceleration: 88 • Shot accuracy: 80 • Shot power: 72.

2. Mbo Mpenza
The super-fast Belgian-who-actually-comes-from-the-Congo is even better value than Boa Morté and, after some quick experimentation, hit the onion bag on an equally regular basis. He's not as good all over the pitch as LBM but if you've found inspiration in recent Liverpool games and want to pump long balls over the top, Mbo is your mbman. His stats are as follows: • Salary: 496 • Top speed: 91 • Acceleration: 85 • Short pass accuracy: 69 • Shot accuracy: 72 • Shot power: 90. **He's 3,973 transfer points.**

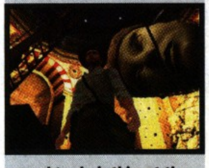
3. Hasan Sas
A sensation in the 2002 World Cup, Heskey spit monster Sas can also handle the pressure of scoring 25 a season. For a hefty **7,018 transfer points** you get one of the most reliable forwards in European football, a face you wouldn't want to meet on a dark night and the following stats: Salary: 602 • Top speed: 90 • Acceleration: 89 • Short pass accuracy: 75 • Shot accuracy: 82 • Shot power: 83.

4. Sidney Govou
We reckon Lyon forward Sid is the best value striker in the game. He's cheaper than Sas, can pass better than the 'livewire' Boa Morté, and is faster over ground than pretend Belgian Mpenza. Don't believe us? Fork out **6,369 transfer points** and weep at these stats: Salary: 542 • Top speed: 91 • Acceleration: 81 • Short pass accuracy: 87 • Shot accuracy: 85 • Shot power: 85.

SNIPPETS

ROCKET POCKET

Dear Helping Hand,
Been playing *Indiana Jones* and thought you might be interested to know where the rocket launcher is. Well, it's on the Secret Of Peng Lai Lagoon: Part 2. Alright, then, bye... Haha! Only joking! (*Yes, very droll* – The Hand). What you need to do is this: at the start, run to the metal fence (the one with the light at the front that's on the ground), and then hunt around to the right of the fence. You should now find a demo charge there. Use the charge on the damaged part of the wall to reveal a secret room. Inside you'll discover the launcher (or Panzerschrek to give it its full name) as well as some ammo inside. Oh, and as a bonus, the room also contains the Sancai Plate. Great, eh?
★ ROBIN GRAVES, STOKE NEWINGTON



TANKS A LOT

Dear Helping Hand,
***Conflict: Desert Storm 2*, then. Absolutely rock hard, BUT... I've got a couple of handy hints which might help you if you're struggling to take out the many tanks that are on offer in the levels. The most important thing to remember is that the weak point of a tank is at its rear. You should always aim here when attempting to destroy them. Also, the turrets on top react to noise, so you should try to use Grenades to distract them. This is a good way of forcing them to swivel away from you when you want to blow them up. The best ways of getting rid of tanks are: 1. C4; 2. Anti-Tank Mines; or 3. Rocket Launcher.**
★ ROBIN GRAVES, STOKE NEWINGTON

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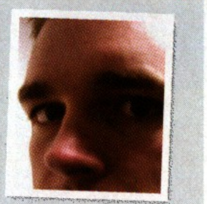


TIM WEAVER
Dr Jekyll. Usually very nice, but cross him while he's gaming and you'll probably have your ribs broken.

CONTACT US: **CHEATZONE**, 30 MONMOUTH ST, BATH, BA1 2BW

Child's play: Defeat Teddies for some vital items needed to solve the caged ghost girl's teaser.

SWAMP THING

I'm stuck on the Swamp Realm in *Ghosthunter*. I have to release a ghost girl from a cage, but I don't have a clue how to solve the riddle that she gives Lazarus. I hate riddles, so can you please, please, please help me out. Please!
LEE BROWN KENT

MATT SAYS...
Solve this perplexing *Ghosthunter* riddle like so, Lee: After the caged girl has spoken to Lazarus, go down the stairs into the basement and defeat the two Teddies. Pick up the Kaleidoscope and return to the caged girl. Use the Kaleidoscope on the painting – this opens the door to the attic. After the girl has given you another riddle, enter the first attic room and find the projector. Check the slides until you find the first number. Next, shine your torch into the zoetrope to find the second number. Defeat the two Teddies that appear and pick up the Torch Lens. With the new lens attached, shine your torch on the walls to find the final number. You can now return to the caged girl and do the necessary ghost bustin' business. ■

JUST THE JOBA

On *Ratchet & Clank: Locked And Loaded*, I am on the Joba Games level, but I haven't got the Glider – so I can't fix the info-bot thingy. I haven't got any other co-ordinates for other planets, so what do I do?
SAM MORGAN VIA EMAIL

TIM SAYS...
You need to return to Tabora, to get the Glider. When you get to Tabora, head through the building to the left of the Vendor and go down the slope. Use the Thermanator on the water at the bottom and climb up. Stand on the first of the three platforms at the next pool to make the others rise up, then freeze it. Freeze the water in front of you, and then wall jump up between the two waterfalls to reach the ledge above. Thrust over to the next area to grab the Glider. ■

MAJOR MALFUNCTION

I have to find a way through the flooded ruins in *Indiana Jones And The Emperor's Tomb*, but I haven't got a bleedin' clue what to do or where to go. Please could you help me – my veins are popping and my eyes are bulging like a frog stuffed with baking soda!
RORY MAJOR DORSET

MATT SAYS...
Popping veins? Erk, sounds nasty. I'd better administer the answer for you quick smartish, Son of John...

Having made it past the ivory hunter's camp (where you kick the boxes that are next to the crate winch down to the campfire to find the Mahavatu Mask artefact), you arrive at a pool – dive in the pool and swim all the way to the opposite end. Climb out onto the stone platform, head right towards the fountain and replenish yourself if required, and then jump diagonally over to the platform out to the left across the water. Once there, jump left onto the higher ledge and keep using the subsequent ledges to get higher until you trigger a cut-scene.

Use your revolver (hold L1 to target and ⊗ to shoot) to take out the Shotgun-wielding enemy across the way and then run and jump at the rope out to the right to swing over to the next structure. Use your Machete to cut through the vine-covered door and then head around to the ledge to pick-up the Shotgun dropped by the enemy that you just shot. From the ledge where the Shotgun is, perform a running jump over the water down to the stone platform on the left and then use your Whip to latch onto the stone crocodile's head and swing over to the doorway. Head on through the door and drop into the water as the floor beneath you crumbles.

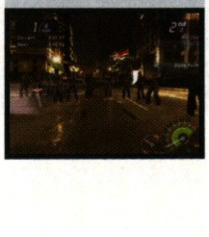
King of the swingers: Use the stone crocodile head to swing across the gap to the opposite ledge.

Swim around to the opposite end of the pool (it's 'U'-shaped) and climb out onto the stone platforms. Negotiate the next series of ledges and jumps all the way until you reach the highest level, then follow the platform around until you reach a lever. Press △ to pull the lever and then use your Revolver to shoot the two bad guys that come through the nearby passage. When they're dead, take their Ammo and head through the door. Now relax those veins – you've made it through the flooded ruins. Woo-hoo! ■

STUFF WE KNOW

MATT SAYS...
Did you know that in *NFS: Underground* you can have a Rearview Mirror? To unlock the Rearview Mirror option, start a race and pause the game. Select 'Camera' and choose 'Bumper Cam' as the type of drive camera. Next, select the 'Display' option and you'll see that a Rearview Mirror option has appeared – turn this to 'On' and resume the race.

Another handy option worth adjusting is the 'Jump Cameras'. While the slo-mo looks very nice when you get some air, it can often hinder your race. To switch the jump cameras off, select the 'Camera' option from the Pause Menu and move the jump camera slider all the way to the left. Now you can race and get air without the perspective changing to a different viewpoint. One final thing with *NFS: Underground*, when you screech away from the starting line, press ◎ to look behind you. As if by magic, you'll see the roadside crowd vanish suddenly into thin air. A bit shabby, don't you think? Or maybe you don't. Still, thought you might be interested to know about it. Or not.



Shooter pooper: Look there! Lara's definitely holding two guns. We can see them with our own eyeballs.

TOMB GLOOM

I've completed *Tomb Raider: Angel Of Darkness* and have seen that in the cut-scenes Lara has her famous pistols on her, but in the game she never has them. Is there any way to get them? I've tried everything I can possibly think of. Please help!
WILL ALLARD VIA EMAIL

MATT SAYS...
In a word – no. Not, 'No I can't help you', but 'No, you can't get Lara to go double-fisted with her guns'. A bit dump really, but there you go. Seems that for some inexplicable reason the brain-heads at Core decided not to give Lara her two trademark shooters. Muppets. ■

PUTTING IT BLUNTLY

I'm totally stuck with *Summoner*. I'm on Level 7 and am getting munched by the beasts in the catacombs.
KELLY ASH VIA EMAIL

TOM SAYS...
There are some general rules that can be applied to most RPGs (*Yawn* – Ed) if you're having problems defeating the enemies you're encountering. Obviously as you progress, the enemies you meet become much tougher, so spend time levelling-up your characters in areas where you can win battles relatively comfortably. In the case of *Summoner* it will improve characters' HP and AP. Also, always equip characters with new items that you may have acquired prior to entering a new area or that you find when exploring new territory.

Most inhabitants of the Iona Catacombs, where – I think – you're having problems, Kelly, are Bone Knights, Bone Mages and Bone Servants. These undead nasties are weak against ice and fire spells and – like most other RPGs – blunt weapons, so using any of these will help you out. In addition to these pointers, make sure you know how to use the Chain Attacks in *Summoner* (there's a tutorial in the instruction manual) – mastering them will make your life a whole lot easier. Good luck. ■

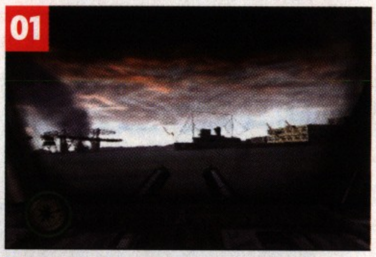
FINGER TIP

Here we take through the hardest bit a game has to offer and make it easy!

WASTE THE RISING SUN JAPANESE AERIAL ARMADA...

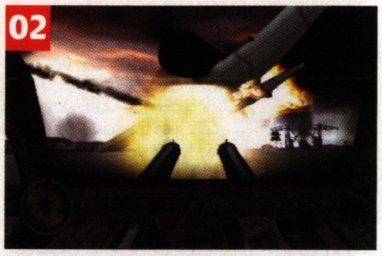
We found that you can complete this mission without even touching the controller. However, if you want to unlock the Medal and Skeleton Key you will need to be to be a super sharp shooter. It's a fast and furious battle and the Japanese planes come in thick and fast. You need to down 75 of the bogeys. To do this you need to know their attack patterns. Here we show you exactly how to take down all the planes to reach your target.

Can't change history but you can make a dent in the Japanese aerial fleet. As requested by: John Nowles, Grimsby



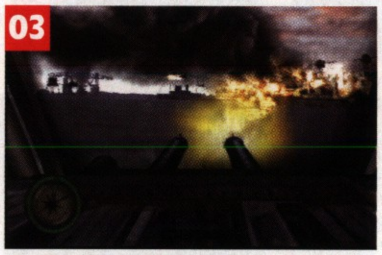
01

Immediately swing the turret round and target this formation of enemy aircraft.



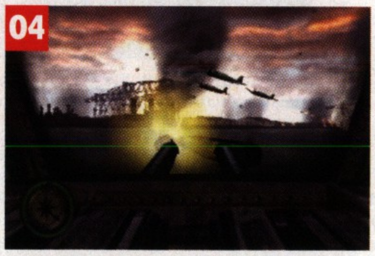
02

Swing back again and blast the next set of Japanese planes, following them around.



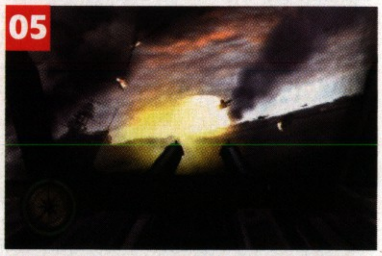
03

Swing the turret back again and take out the three planes flying to the right.



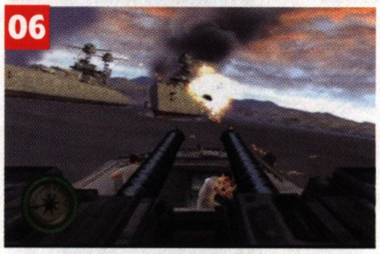
04

Immediately focus on the formation that passes to your left, tagging every last plane.



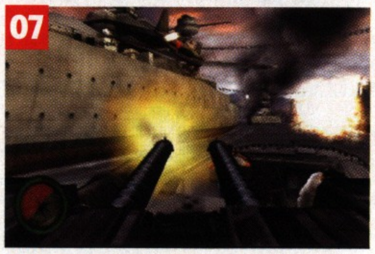
05

As you pass by the stricken ship take down the planes dropping bombs that come from your right.



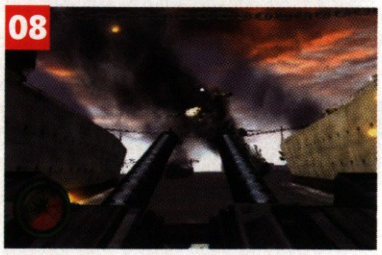
06

Two fighters appear head on – you'll need to spot them early to shoot them down in flames.



07

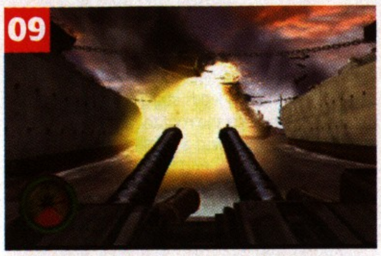
As you pass between the ships tag the first Kike and then spin the turret around.



08

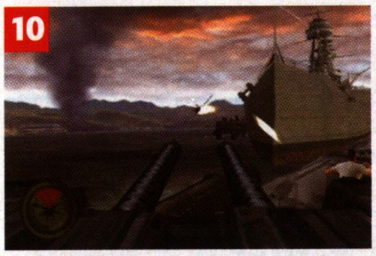
Blast as many of the planes that fly over the ships as you can...

09



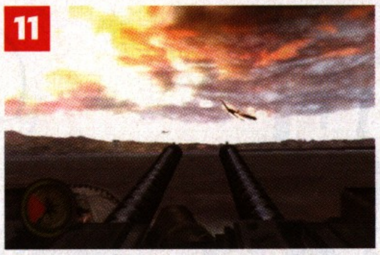
Be prepared for two planes that come zooming over your boat and take 'em out.

10



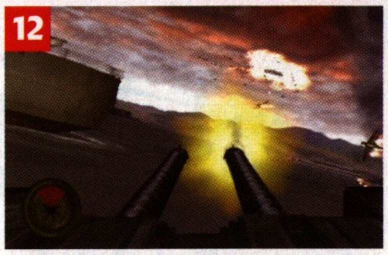
Spin the turret back round and pump as many bullets into the Kikes as you can.

11



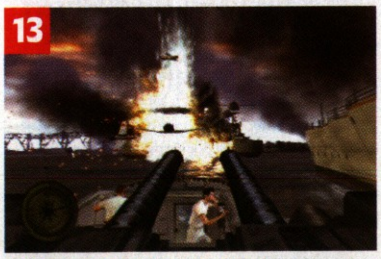
Look to your right and target the solitary plane that is approaching you.

12



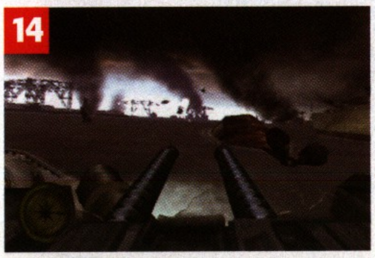
Now spin slightly to your left and take out the gaggle of enemies as soon as you can.

13



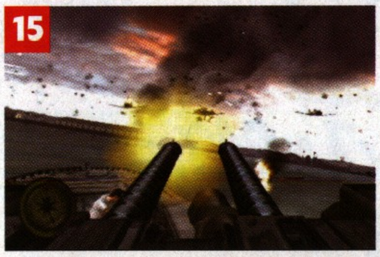
As you pass between the two ships take out the enemy swarm that flies at you head on.

14



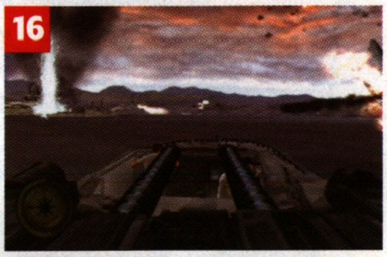
The next wave of bogeys is hard to spot but you need to take them out early.

15



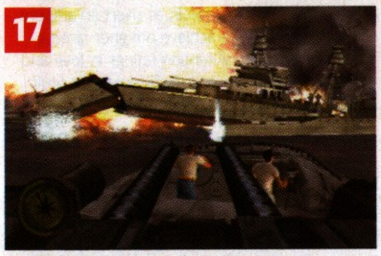
Immediately spin to the left and target the next enemy wave as soon as possible.

16



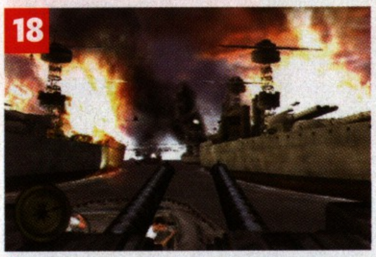
Spin the turret to the left again – you have plenty of time to take out this formation.

17



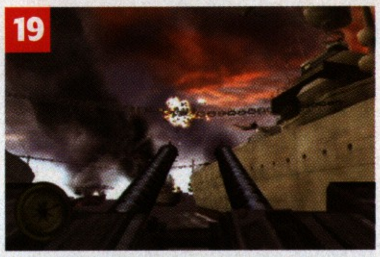
There she blows! Not good for the crew onboard but now you get a bit of a breather.

18



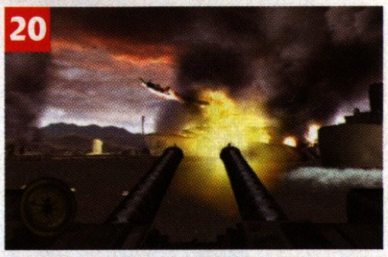
As you pass between the two ships try and spot the oncoming enemies as soon as possible.

19



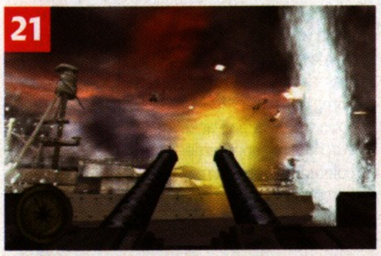
The waves come in thick and fast so try and nail them before they are on top of you.

20



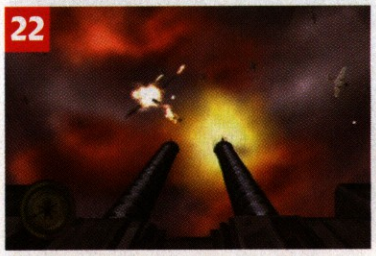
As you move past this ship, look to the left and shoot down the two oncoming enemies.

21



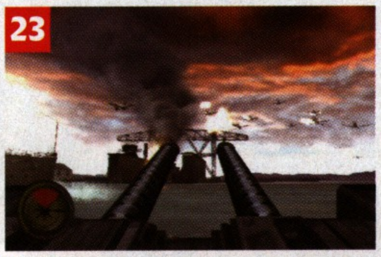
Things get a bit easier from here on in – the dive bombers are bigger and slower targets...

22



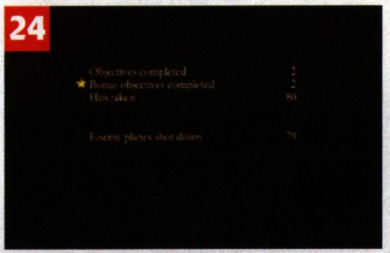
Look up and you will see swarms of them diving from up high – flame as many as possible.

23



It's a real turkey shoot now – flame as many of these sitting ducks as you can.

24



```
Objectives completed             2
★ Bonus objectives completed     2
Hits taken                       80

Enemy planes shot down           79
```

And there's the proof that it is possible – we're such hotshots that we even went beyond 75!

THE HAND CAN HELP YOU!

Stuck on a specific part of a game? Can't get any further? Then fret no more!

Just fill in the form below, put in as much detail as you can about the problems you've come up against and we'll solve your problem, no questions asked.

The game I'm stuck on is...

And this is what's popping my veins...

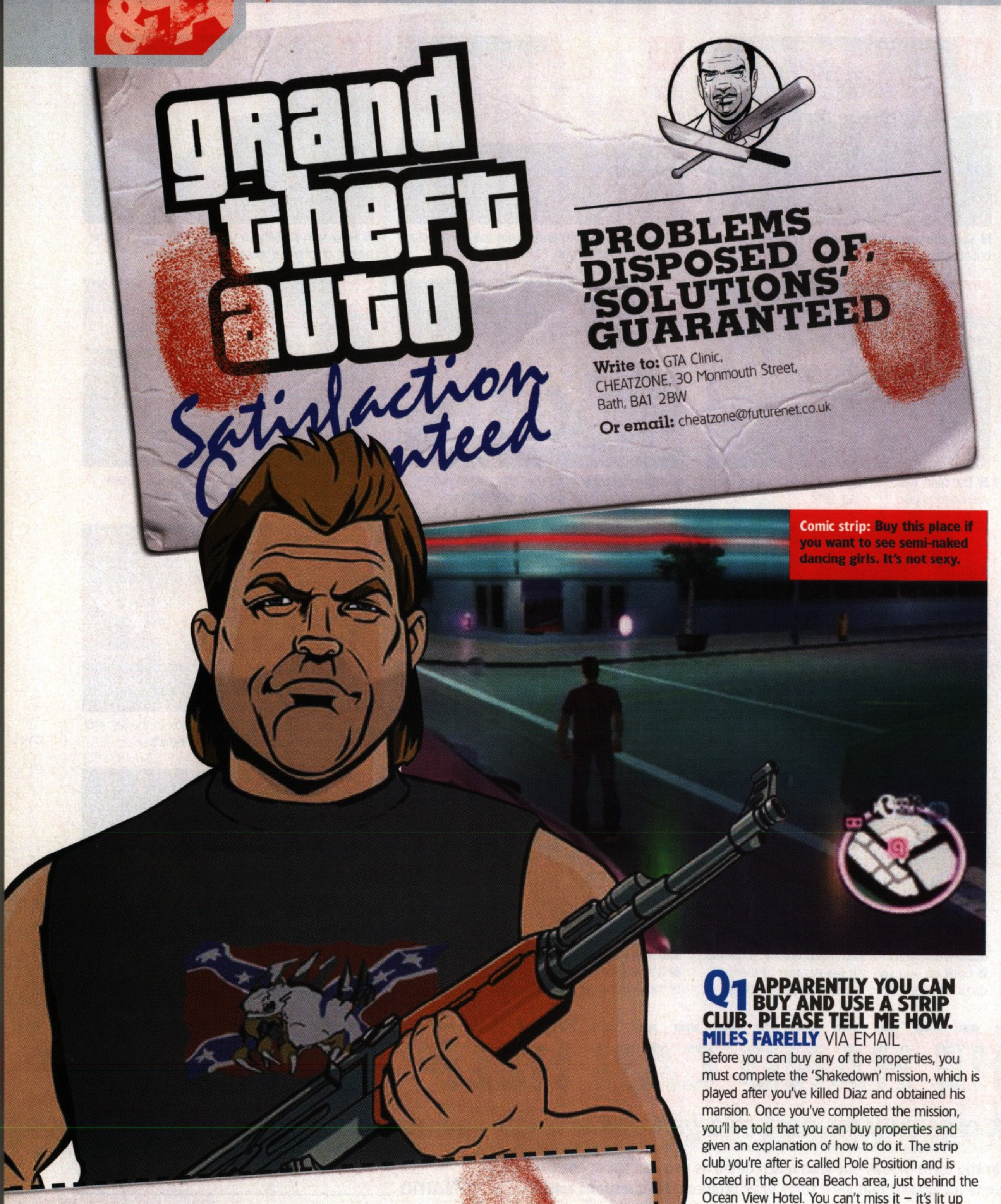
Name

Address

SEND THIS FORM TO: Helping Hand, **Cheatzone**, 30 Monmouth Street, Bath, BA1 2BW / **OR EMAIL:** cheatzone@futurenet.co.uk

GRAND THEFT AUTO

CLINIC



PROBLEMS DISPOSED OF, 'SOLUTIONS' GUARANTEED

Write to: GTA Clinic,
CHEATZONE, 30 Monmouth Street,
Bath, BA1 2BW

Or email: cheatzone@futurenet.co.uk

Comic strip: Buy this place if you want to see semi-naked dancing girls. It's not sexy.

☞CUT THIS OUT AND SEND IT IN!

I'M STUCK ON GTA

MY QUESTION IS....

Q1 APPARENTLY YOU CAN BUY AND USE A STRIP CLUB. PLEASE TELL ME HOW.

MILES FARELLY VIA EMAIL

Before you can buy any of the properties, you must complete the 'Shakedown' mission, which is played after you've killed Diaz and obtained his mansion. Once you've completed the mission, you'll be told that you can buy properties and given an explanation of how to do it. The strip club you're after is called Pole Position and is located in the Ocean Beach area, just behind the Ocean View Hotel. You can't miss it – it's lit up with neon lights at night and has 'Pole Position' written over the door.

Once you've bought the club (it costs $30,000), step inside and head to one of the back rooms. Endure the dancing girl for as long as it takes to spend $600. When you've done this, the club will generate a rather tidy $4,000 a day for you and you don't even have to lift a finger! Now *that's* shrewd.

Q2 WHERE CAN I FIND A HELICOPTER?

ANDY HINCH VIA EMAIL

You want to head over to the Vice City News (VCN) building, which is in the Downtown district on the second island. If you cross to the second island from Prawn Island, it's the building on the right as you come off the bridge (you'll see a big VCN sign). There's an open door at the front of the building and this leads straight to the roof. Run up the slope on the roof to get to the helipad, where you'll find a VCN Maverick.

Once you've acquired Diaz's mansion, you can access the helipad on the roof, where you should (although it's not always there) find a Maverick parked.

Q3 ON THE STATS SCREEN IS 'HIGHEST MEDIA ATTENTION' AND MY CURRENT RATING FOR THIS IS 'BORING'. WHAT IS MEDIA ATTENTION AND HOW CAN I IMPROVE IT?

STUART KAYE MIDLANDS

As the name suggests, Media Attention relates to how much interest in your criminal exploits the media are taking. Media Attention starts from the moment you earn a one star Wanted rating and lasts until you are no longer wanted e.g. you visit a Pay 'n' Spray, get Busted or Wasted etc. The amount of havoc, mayhem and murder you cause between those times is how your Media Attention is rated. Basically, kill as many people and do as much damage as you can in as short an amount of time as possible to achieve a higher ranking. There are 21 Media Attention ratings in total and these range from Ignored (0-19 points) to Stuff of Legends (1,800+ points). Go mental!

Q4 HOW DO YOU GET 100% COMPLETION? I'VE DONE ALL THE MISSIONS, BUT HAVE STILL ONLY COMPLETED 78%.

DEAN EASTLAKE VIA EMAIL

Total game completion isn't easy, especially when there's so much to do and you've lost track of what you have and haven't done. Anyway, cast your eyes over this checklist, Dean, and make sure you've done the lot. If there's anything you don't know how to do, just send us another email.

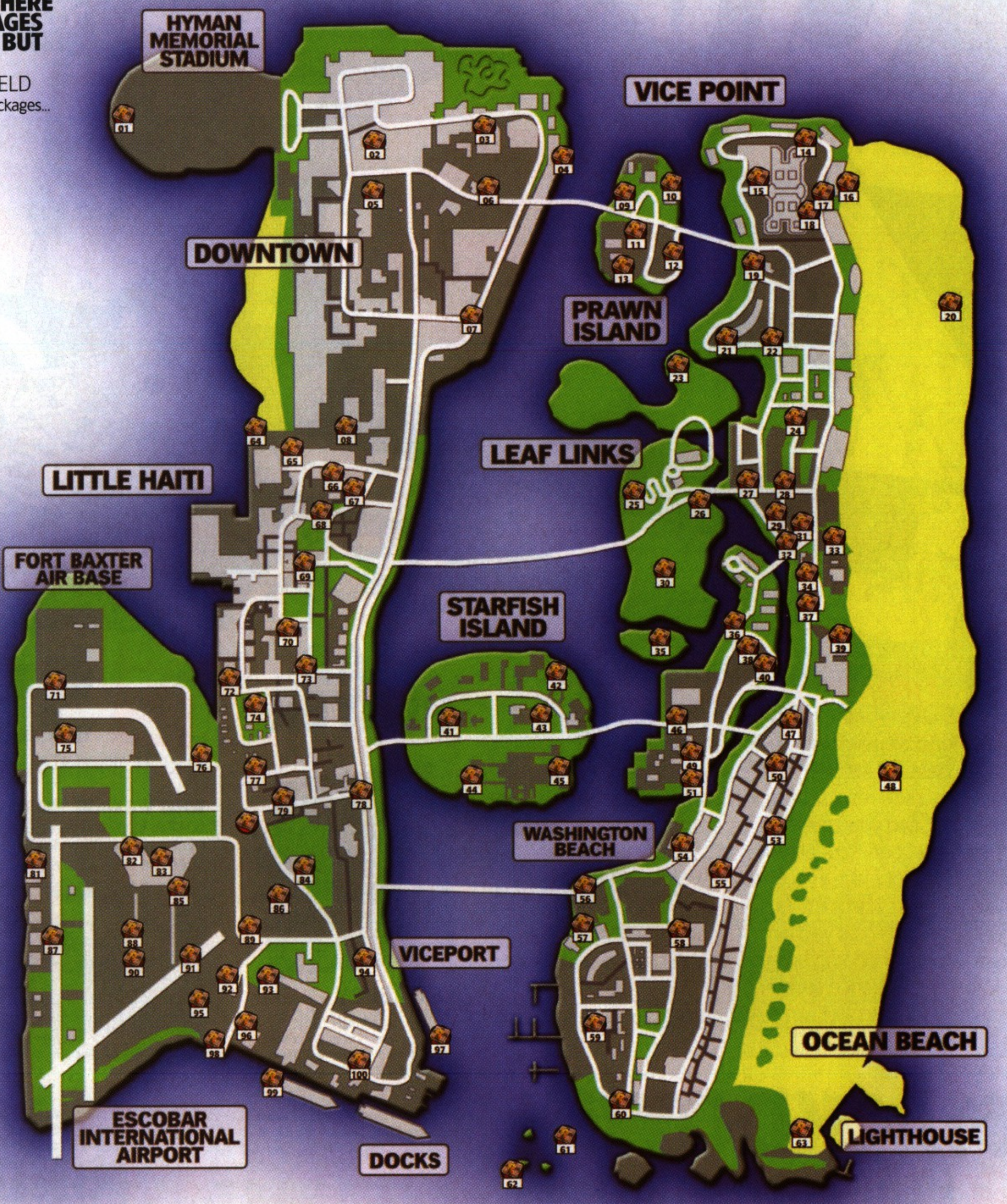
1) Completed every main mission.
2) Found all Hidden Packages.
3) Purchased all properties (15 in total) and completed eight asset missions.
4) Completed three Stadium missions.
5) Completed three RC missions.
6) Completed 'Cone Crazy' and 'PCJ Playground' missions.
7) Completed four helicopter checkpoint missions.
8) Completed two Dirt Track missions.
9) Rob 15/15 stores.
10) Score 45+ points on the Rifle Range mini-game.
11) Drop off 100+ people as a Taxi driver.
12) Complete Vigilante mission 12.
13) Complete Fire Fighter mission 12.
14) Complete Paramedic mission 12.
15) Complete Pizza Delivery mission 10.
16) Pass all Rampages (35).
17) Complete all Unique Jumps (36).

Eye in the sky: The VCN Maverick is the easiest chopper to get your hands on.

Q5 COULD YOU TELL ME WHERE ALL THE HIDDEN PACKAGES ARE PLEASE. I'VE FOUND 27, BUT CAN'T FIND ANYMORE.

STEFFAN MATTHEWS HUDDERSFIELD

No probs. Here's the location of all Hidden Packages...



HIDDEN PACKAGES

01	On the west side of the Stadium in a car park.
02	Behind the Mars Cafe where Love Fist's heavy attacked you.
03	In the sculpture outside the V.A.J finance building.
04	Behind the last building you jump from in the 'G-Spotlight' mission.
05	In the lower Ambulance Garage at the the Schuman Health Care Center.
06	By the helipad on top of the five-storey building south of the V.A.J building.
07	By the middle desk in the downtown office where you begin the 'G-Spotlight' mission.
08	Next to the Hi-Press Gas Hot Stream ramp behind the Moist Palms Hotel.
09	On the west steps of the deserted green house.
10	Inside the deserted building where The Thug went in the 'The Chase' mission. It's in the first floor room with the broken wall and you need to drop into it from above.
11	In the toilet inside Studio C.
12	On east Prawn Island in a dead end.
13	On the roof of the blue building by Film Studio D.
14	Outside the North Point Mall.
15	On the ground level of the multi-storey car park by the North Point Mall.
16	Behind the flats to the east of the North Point Mall.
17	Upstairs in the North Point Mall outside a shop with 'Sale' signs in the window.
18	Go to the 'Gash' shop upstairs at the North Point Mall.
19	On the pavement by the bridge leading to Prawn Island.
20	Next to the RC Bandit track by the Jocksport sign.
21	By the wall of the hairpin turn.
22	On the highest board of the Hotel's pool.
23	On the farthest tee at the Driving Range.
24	East of the north Pay 'n' Spray in a back yard by a fence.
25	In a bunker on the west side of Leaf Links.
26	Under Vice Point bridge.
27	Round the back of Mercedes' house.
28	On the second rooftop where you chase the thug in 'The Chase' mission.
29	Behind the Jewellery Shop counter.
30	On the small island in the middle of a water hazard.
31	Next to the Pizza Restaurant under the stairs of the apartment block.
32	In the Pizza Restaurant.
33	Round the back of the WK Chariot Hotel.
34	On the roof of the building where Candy and the Congressman were having a ball.
35	On the southern bridge connecting the golf islands.
36	On the water's edge facing Golf Island.
37	Behind The Malibu gates.
38	At the end of the strut sticking out from the building under construction.
39	By the pool on top of the building by The Malibu.
40	In the alley behind SpandEx Delivery.
41	On the pool balcony at the Rock Star pool house.
42	At the front of the northeast house with the purple roof.
43	In the jacuzzi of the brown house with the broken basketball net.
44	In a narrow alley between Diaz's west pool and his neighbour's property.
45	Near the east pool of Diaz's mansion.
46	Under the bridge heading to Starfish Island.
47	In one of the VCPD upstairs offices.
48	On one of the beach's lifeguard stations.
49	In the outside shower block in the hotel grounds.
50	Use a helicopter to get on top of the blue and white building.
51	In front of the peach building by the pond.
52	By the edge of the water next to the bridge.
53	On the roof of the building joined to the DBP Security building.
54	By the back door of your house near Rosenberg's building.
55	By the pool of the pink apartment building.
56	On the walkway below the Southern Bridge.
57	Behind the west Ocean View Medical Foundation Research and Development building on ledge by the water.
58	On the roof of the single storey building across the road from the Washington Mall.
59	In a secluded corner of the Marina's underground car park.
60	By the steps of the island's southernmost building.
61	On the rocks by the huts in the water.
62	On the jetty in the water with the wooden hut.
63	On the steps leading up the lighthouse.
64	Behind Phil's place.
65	Inside Phil's shed.
66	Down the stairs behind the building two doors north of Kaufman Cabs.
67	Inside the roof of North Haiti's corner building.
68	Outside the nearest building on Kaufman Cabs' eastside.
69	By the skeleton grave behind Funeraria Romero.
70	In between the generators on the roof of the building connected to the north of the Print Works.
71	By the Vice City Air Reserve Fort Baxter Air Base sign at the base's gates.
72	Inside the Laundromat building.
73	On the east corner of the Print Works under the 'Life's a Bitch' billboard.
74	Outside the Daiquiri House.
75	Under a plane at the northeast Airport.
76	Behind the billboards on the way to the Airport.
77	Across the road from Umberto's Restaurant behind a wall.
78	In the corner doughnut shop.
79	On the Kaufman Cabs billboard.
80	On top of the four-storey building boasting a red awning.
81	Behind the Airport Fire Station.
82	In the terminal behind a wall by a telephone.
83	On the roof of the Airport.
84	Upstairs in the Car Showroom.
85	Top level of Gate 8-1.
86	Behind a pipe in between the four jet fuel tanks.
87	Underneath the ROCKSTAR jet in the hangar.
88	On top of the southwestern-most jet outside the terminal.
89	Between the two trailers at the main Airport car park.
90	Underneath the southwestern-most jet outside the terminal.
91	On top of the east loading bridge.
92	On the roof of the McAdam Airways hangar.
93	By the building and fence north of 8-ball's garage.
94	In a little car park by the green and white flats near the Shipyard.
95	On the southern helipad.
96	In the office in the Seaplanes Tours hangar.
97	On the east side of the northeast Cargo ship.
98	On the roof of the Airport's southeast building.
99	On the southwest Cargo ship.
100	Below the Vice City Port Authority Main Building sign.

WIN PS2 GAMES!

CHALLENGE ZONE

GET IN THE ZONE. DEFEAT THE OPPOSITION. BE THE BEST. BRAG TO YOUR MATES.

SONY
SELECT
ANALOG
START

...T RESULTS! FIRST RESULTS! FIRST RESUL... That's what it might look like if we had some kind of newswire thing going on. Er, which we don't. Still, never mind. Because this month we have our first Challenge Zone results. We invited you to show off your gaming skills – and you gave it to us big-style. Heaps of entries have dropped through our door and the owners are now taking pride of place in our league. But it's still not too late if you haven't taken part. We've got five challenges. Try your hand at as many as you fancy. Record (see 'How to Record on VHS') or photograph (pic of high score or time as appropriate) the evidence and send it in. *Every month the three best performers will win a PS2 game*. Get in here. ■

SMACKDOWN!

GAME #1 HERE COMES THE PAIN

HOW LONG CAN YOU SURVIVE THE SLOBBER KNOCKER?

WHAT WE WANT YOU TO DO... Enter a Slobber Knocker Anywhere with any wrestler and send us your finishing time (completed or not). ■

LEADER BOARD

1	ALEX READY	7'32 (10 PTS)
2	MARK WILLIAMS	7'38 (07 PTS)
3	STEVE DAY	7'57 (05 PTS)
4	ALISTAIR McCARTHY	7'59 (04 PTS)
5	LEIGH GELLERY	8'21 (03 PTS)

STAR PLAYER

PLEASE INCLUDE A PIC OF YOURSELF

ALEX READY
FROM WYCOMBE

A stellar first month from Wycombe's perfectly-named Alex Ready (Steady Cook). Top of the *Here Comes The Pain* and *Soul Calibur II* leagues. *Alex wins a copy of* NFS: Underground. *Matt Martins and Grant Malcolm also win a game each:* Rising Sun *and* Pro Evo 3.

PLAYABLE PRIZES!!!

EVERY MONTH THE THREE BEST PERFORMERS WIN A GAME. BACK OF THE NET!

GAME #2 SSX 3

TAKE IT TO THE MAX AND SCORE MUCHOS BIG!

WHAT WE WANT YOU TO DO... Go Uber loopy and get an absolutely mind melting score on R&B – Slopestyle, Peak 1, Freestyle Race 1. ■

LEADER BOARD

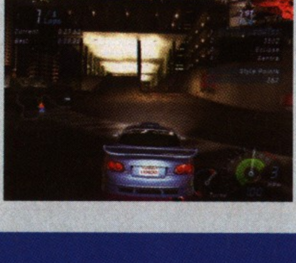
1	MATT MARTINS	825,103 (10 PTS)
2	ADRIAN SLEPPINGTON	801,412 (07 PTS)
3	THOMAS FILLEY	798,500 (05 PTS)
4	RORY McLEISH	654,282 (04 PTS)
5	EDWARD FALTON	545,525 (03 PTS)

GAME #3 NEED FOR SPEED: UNDERGROUND

NEW CHALLENGE! NEW CHALLENGE!

RECKON YOU'VE GOT THE MEANEST CAR ON THE ROAD? WELL, TRY TO BEAT THIS TIME, THEN...

WHAT WE WANT YOU TO DO... Using our time of 1:47:34 as a basis, have a two lap Quick Race on the Olympic Square Circuit on Medium. ■



LEADER BOARD

1	WE WANT YOUR SCORES!	000,000 (10 PTS)
2	WE WANT YOUR SCORES!	000,000 (07 PTS)
3	WE WANT YOUR SCORES!	000,000 (05 PTS)
4	WE WANT YOUR SCORES!	000,000 (04 PTS)
5	WE WANT YOUR SCORES!	000,000 (03 PTS)

GAME #4

SOUL CALIBUR II

HAVE YOU GOT THE CALIBRE OF A REAL CHAMP?

WHAT WE WANT YOU TO DO...
Play as any character in No Recovery (Extra Mode). Prove to us how many opponents you manage to defeat. ■

LEADER BOARD

1	**ALEX READY**	44 (10 PTS)
2	**DUNCAN BEIZENDEUT**	41 (07 PTS)
3	**ALISTAIR McCARTHY**	40 (05 PTS)
4	**RICHARD CLARKE**	38 (04 PTS)
5	**MATT MARTINS**	34 (03 PTS)

GAME #5

GTA: VICE CITY

PUT THE PEDAL TO THE METAL AND BURN IT, BABY!

WHAT WE WANT YOU TO DO...
Drive from Ocean Beach Hotel to the Hyman Stadium as fast as you can. Use any car/bike, but no cheats! ■

LEADER BOARD

1	**GRANT MALCOLM**	4'32 (10 PTS)
2	**ROBERT SILK**	4'43 (07 PTS)
3	**BRYAN SALMON**	4'58 (05 PTS)
4	**MATT MARTINS**	5'01 (04 PTS)
5	**MARK WILLIAMS**	5'36 (03 PTS)

HOW TO RECORD ON VHS

AUDIO AUS
EDIT
VIDEO AUS

Attach your PS2 lead to the PS2 and then the fat end to back of the video using either SCART (like the one above) or alternatively...

... Composite leads, like these. Select the video channel on your TV, select the right video input so you can see the PS2 picture and hit record.

DAVE BLOKE
TIMESPL

Once you've played and recorded the challenge, write your details on the vid, fill in (or photocopy) the form below, and send it into us...

Oh, and don't forget to send us a beautiful picture of yourself because we'll be showing the best performer each month and crowning them with the accolade of 'Star Player'. Imagine the kudos. It could be you...

GAME GODS

GET ENOUGH POINTS ON THE LEADERBOARD AND YOUR NAME COULD BE UP HERE TOO.

1	**ALEX READY**	**WYCOMBE**	20 POINTS
2	**MATT MARTINS**	**STOKE**	17 POINTS
3	**MARK WILLIAMS**	**LONDON**	10 POINTS
4	**GAVIN MALCOLM**	**DEVON**	10 POINTS
5	**ALLIE McCARTHY**	**DUNDEE**	9 POINTS
6	**D BEIZENDEUT**	**HOLLAND**	8 POINTS
7 =	**ROBERT SILK**	**BRISTOL**	7 POINTS
7 =	**A SLEPPINGTON**	**TAUNTON**	7 POINTS
8 =	**BRYAN SALMON**	**LIVERPOOL**	5 POINTS
8 =	**STEVE DAY**	**CANTERBURY**	5 POINTS
8 =	**THOMAS FILLEY**	**SWANSEA**	5 POINTS
9 =	**R CLARKE**	**GRANTHAM**	4 POINTS
9 =	**RORY McLEISH**	**GLASGOW**	4 POINTS
10=	**LEIGH GELLERY**	**YEADING**	3 POINTS
10=	**ED FALTON**	**GLOUCESTER**	3 POINTS

HOW THE GAME GODS POINT SYSTEM WORKS

It's simple. Accumulate points on the challenge leaderboards (1, 2, 3, 4, or 5) to earn a position on the Game Gods league table. Points are dished out according to achieved positions on the challenge leaderboards like so: 1st = 10pts • 2nd = 7pts • 3rd = 5pts • 4th = 4pts • 5th =3pts • Players that miss out on a leaderboard ranking are still awarded a single point, so you'll still have a chance of appearing in the Game Gods league table. So, are you a Game God or a Game Dog...? ■

DEAL ME IN – I'M UP FOR THE CHALLENGE!

(AND, IF I'M BEING HONEST, I QUITE FANCY WINNING A FREE PS2 GAME TOO...)

Name ____________________
Address ____________________

The game you've nailed ____________________

Your achievment (points/time/score) ____________________

REMEMBER! Don't forget to send us a photograph of yourself!

SEND THIS FORM TO: Challenge Zone, **Cheatzone**, 30 Monmouth Street, Bath, BA1 2BW

Seen this...?

#3

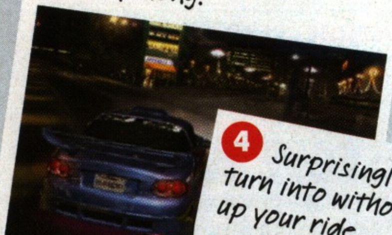
STUFF YOU SHOULD HAVE DONE IN...

NEED FOR SPEED UNDERGROUND

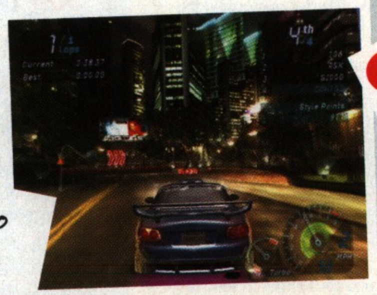
ROUTE PLANNER

How's about this then – all the shortcuts that *NFS: Underground* has to offer marked out for you on a complete map of the racing terrain. Knowing where all the short cuts are massively improves your chances of winning and shaves seconds of your race times. And don't forget that you're awarded 100 Style Points every time you take a short cut for the first time in a race. So, make sure you check our map before starting any Circuit, Sprint or Lap Knockout race. ■

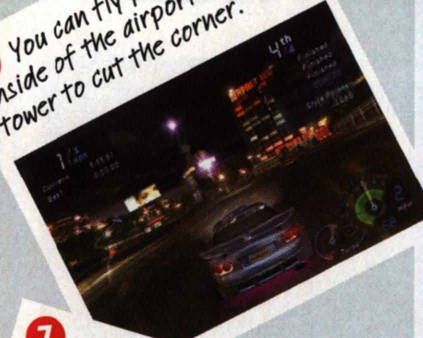
① One of the best short cuts in the game – just watch out for traffic crossing midway along.



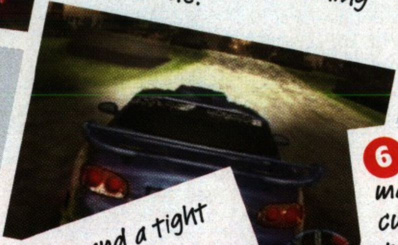
② Easy to spot thanks to the different coloured road surface.



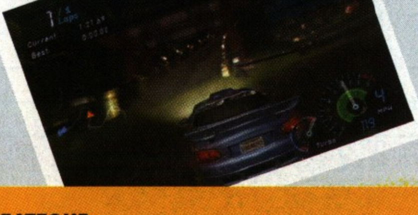
③ You can fly past the inside of the airport comms tower to cut the corner.



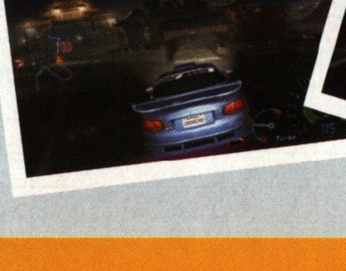
④ Surprisingly difficult to turn into without smashing up your ride.



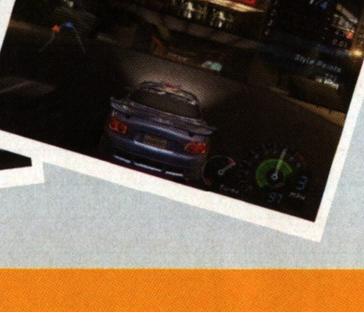
⑤ Narrow sides and a tight corner can make this one more trouble than it's worth.

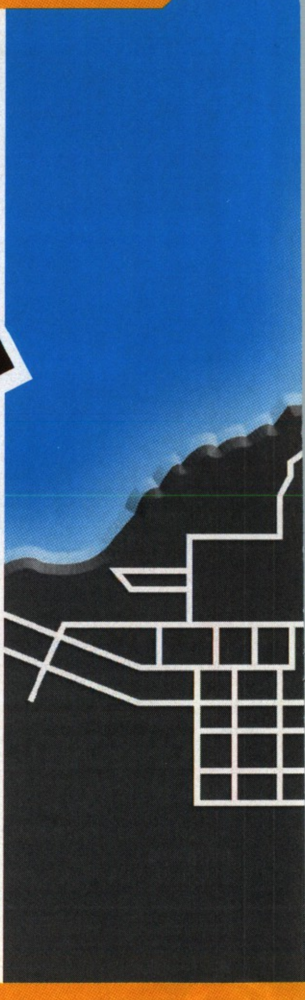


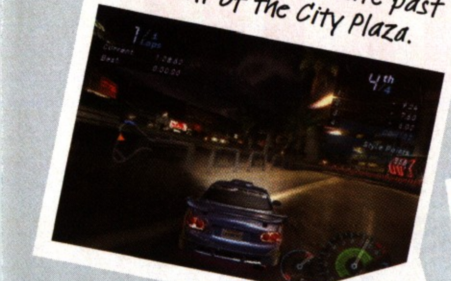
⑥ Pagodas at either end make this deviation – which cuts the corner nicely – easy to spot.



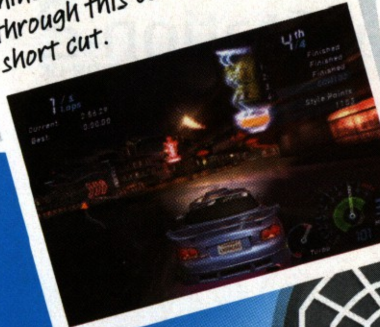
⑦ Although scored as a short cut, this route through the City Plaza will cost you valuable seconds.



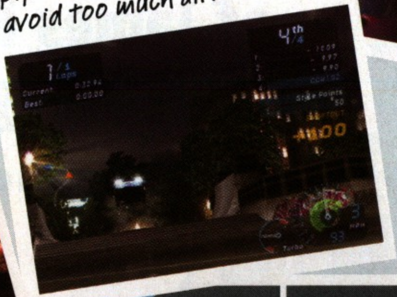




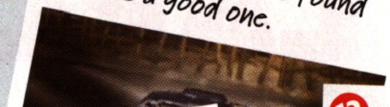
8 Crash through the people barriers and cut a route past the front of the City Plaza.



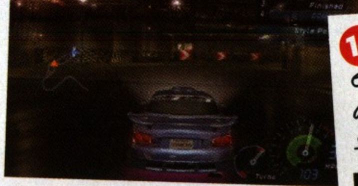
9 Look for the hanging chinese lanterns to guide you through this corner cutting short cut.



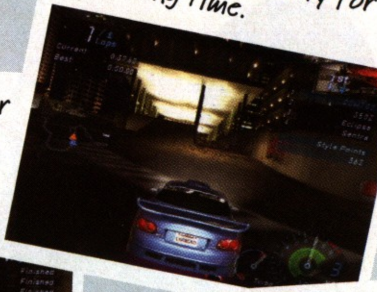
10 Get some Hang Time as you launch over this half-pipe. Ease off the gas to avoid too much air.



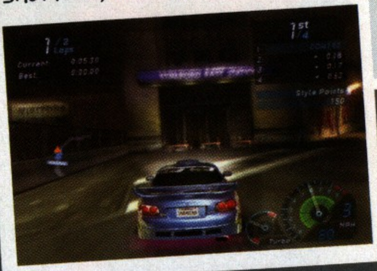
11 Look out for the suspect fences and memorise this shortcut when you've found it – it's a good one.



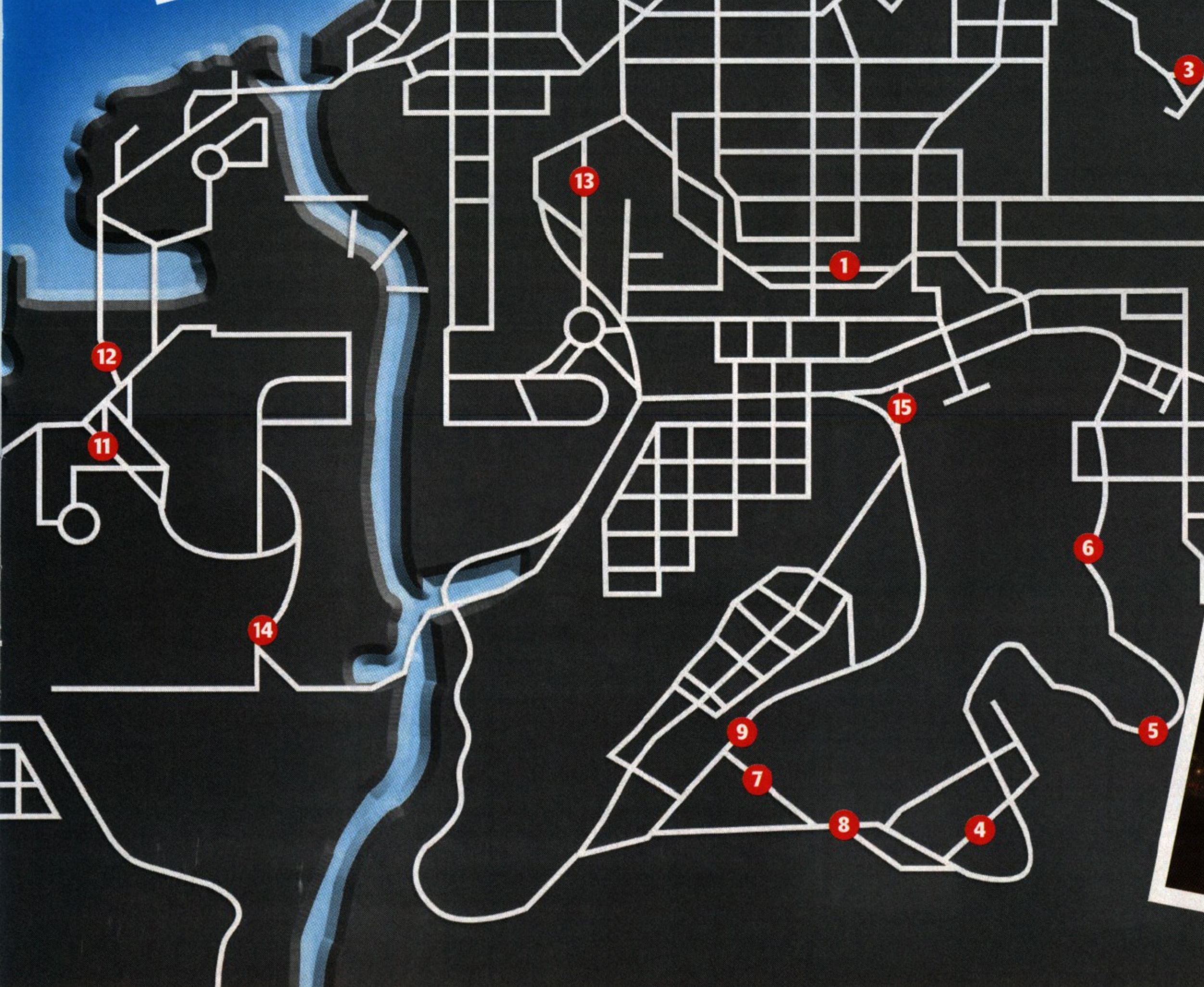
12 A track that's either easy or hard to spot, depending on which way you approach it.



13 An excellent shortcut through the construction site offers the opportunity for some Hang Time.



14 Crash through the station entrance and drive along the disused line – not much of a shortcut, though.



15 Drive over the garage forecourt to cut the corner – just make sure you don't hit the pumps.

IS THIS WHAT YOU EXPECTED?

Of course it is! The world exclusive review of James Bond 007: Everything Or Nothing only in PlayStation®2 OFFICIAL magazine-UK

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PlayStation®2 OFFICIAL magazine-UK

ISSUE 43 ON SALE 22 JANUARY

ASK TORRIE

THE WWE'S DIVA-LICIOUS TORRIE WILSON GETS TO THE NITTY GRITTY WITH ALL YOUR SMACKDOWN WOES!

Q What kinds of moves will work from the top of the chamber? I seem to just crouch there like some kind of muscly gargoyle then fly off, completely missing everyone, and knackering myself up in the process!
Lee Brannigan, Wolverhampton

A Well, I guess you mean from the top of the individual chambers, rather than the whole structure, because you can't actually get on top of that. There's lots you can do, including finishing moves of some of the top superstars. Try a Money Shot, Eddie Guerrero's Frog Splash, RVD's Frog Splash, or just a regular flying attack. You're right, though, of all the high risk moves these are some of the highest – you'll need nerves of steel and a sharp eye to actually land a move from here, just like the real thing!

Q I really love you, and I think you're the prettiest Diva in the whole of the WWE, and I would love to talk to you!
Dave Ford, Plymouth

A Er, okay, well, that's sweet and everything, but not really a question, is it?

Q I play Bra & Panties matches quite a lot, usually with you and Stacey. I always play as you, and sometimes I lose on purpose, I must admit. But anyway. Just what the heck are the crowd chanting?
Stewart Pratt, Warwickshire

A Well, I'm glad you like them! Stacey and I are good friends, so it's kinda weird sometimes seeing us as little computer characters kicking the hell out of each other, but it's a buzz too! The crowd chant that you are referring to is something that slimy Eric Bischoff started up – HLA. I'm afraid to say that it stands for Hot Lesbian Action, but before you ask, no, that's not anywhere in the game!

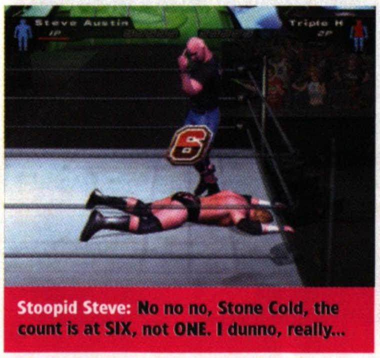
Q I live in Belgium and I think you are the hottest woman on Earth!
Louis Verschueren, Brussels

A Well, that's very kind! Again, though... not really a question. As such.

Torrie Wilson
1P
Stacy Keibler
COM

Hairy Legs? Awesome!: You can't hear them, but they're chanting "HLA!".

Q I'm getting really frustrated with Last Man Standing matches! I played against Triple H this one time, and I did like 100 special moves on him, and he kept getting up, and even though I was mainly blue, he beat me in the end! I have also had trouble other times, but that was the worst! Help!
Ed Cheeseman, Stoke



Stoopid Steve: No no no, Stone Cold, the count is at SIX, not ONE. I dunno, really...

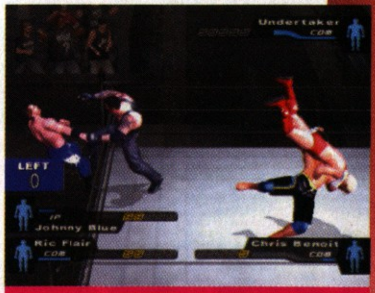
A It's true that Last Man Standing matches are among the longest in the game, but that's pretty appopriate when you think about it! They are always really guelling matches when we have them on a PPV, and you have to bear in mind that the really top superstars like Triple H have tremendous endurance, in real life as well as the game. It'll take more than a couple of hits to keep The Game down for the three count – especially in a crucial PPV when his belt is on the line!

Q Now, seriously Torrie, is there any chance that you might be my girlfriend?
Steve Grundy, Canterbury

A Er, no. Sorry.

Q I've got loads and loads of money, but I've bought everything there is to buy in the menu thing in Season Mode, so what's the point of having it any more? Is there anything else I can buy?
Al Sachs, Edinburgh

A Well, there is one further use for all those greenbacks you've been hoarding. During Season Mode, in the run up to the Royal Rumble, you will be randomly assigned a number from 1 to 30, indicating where you'll join the action. After this, one of the wrestlers will come up to you, telling you that they drew number 30, and would be willing to swap with you – for a price. $100,000 later, you've got the most coveted place in the match. I hope that helps!



Money talks: And in this case, it says: "I want to be 30th in the Royal Rumble!"

Q If I asked nicely, Torrie, would you marry me?
Simon Madison, Essex

A No.

Active Mode
Thunder Blade
Yuna HP 197 MP 52
Rikku HP 1 MP 42
Paine HP 201 MP 19

Active Mode
Learned Slow Dance!
Learned First Strike!
Attack
Red Elemental
B: Red Elemental
Yuna HP 222 MP 62
Rikku HP 157 MP 43
Paine HP 151 MP 17

YOUR FIRST FEW DAYS WITH...

FINAL FANTASY X-2

REVIEW

"It's not as accessible as it first appears and maybe not quite as sexy as we would all have hoped, but *Final Fantasy X-2* is still a stonking role-playing game. In fact, it's another whopper from Square"

• *For a full review of Final Fantasy X-2, why not hunt down the February issue of the Official PlayStation 2 Magazine? Might as well, eh?*

Everything you could possibly want to know about the first chapter of a new epic...

WELCOME (BACK) TO SPIRA

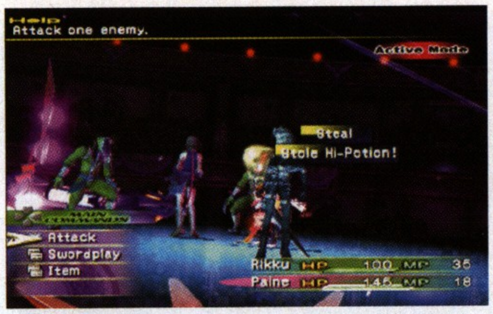
FFX fans, you've already got a headstart

Even though *X-2* is the first direct sequel to a *Final Fantasy* game Square-Enix have ever done, don't expect too many similarities. Combat is far quicker, the game world is opened up almost from the beginning, and short missions and minigames have replaced a long, relatively linear narrative. You will notice a percentile when you save your game, and on the destination screen in the airship. Getting 100% in one playthrough is possible, but very difficult, however the game is designed to be played through multiple times, and your percentage carries over, so don't fret.

It should also be noted that completing/ missing certain missions in certain areas affect the events in later chapters in quite a complex way. You could easily find yourself missing a Garment Grid the first time through, without knowing quite why. Again, don't panic. It's impossible to find everything there is to find, and do everything there is to do, in just one play through. We would recommend a modest target of one mastered dressphere per character per Chapter. The exceptions being Songstress and Gun Mage, of course, who are capped a little under 100% until various other criteria are fulfilled.

Attack one enemy.
Abilities
Rikku HP 3228/ 3228
Lv 53 MP 126/ 126
Dressphere Thief
Thief
Attack
Pilfer Gil
Pilfer HP
Sticky Fingers
Soul Swipe
Flee
First Strike
Slowproof
Steal
Borrowed Time
Pilfer MP
Master Thief
Steal Will
Item Hunter
Initiative
Stopproof

You scored the Protection Halo Garment Grid!



Attack one enemy.

Steal
Stole Hi-Potion!

Wait Mode
Yuna HP 91 MP 42
Rikku HP 149 MP 39
Paine HP 223 MP 22

You scored the Vanguard Garment Grid!

You scored the accessory Yellow Ring!

CHAPTER ONE WALKTHROUGH

Dungeons & Dragons meets Charlie's Angels in an unholy alliance

INTRODUCTION

After a typically jaw-dropping CG intro sequence, you will have control of Rikku and Paine in a battle against Yuna and two Goons. Battles are fast-paced, much more so than in *FFX*, but just attacking as quickly as you can every turn will work just fine. You might also want to get into the habit of using Steal (and, when you unlock it, Pilfer Gil) on everything, since Rikku's default Dressphere is Thief.

STARTING OUT

After the battle you contol Rikku and need to chase after Yuna. If you want to change anything in the config menu, now would be a good time. You can slow down battles until you get more used to them. Keep following the path around, defeating the Goons as they run at you (they never stop, so you could hang around here and keep killing them for gil, AP, items and exp). Take the first left fork and find a strange shape on the floor. It's a Moogle, hiding out. Press ⊗ to replenish your HP and MP. Keep moving around until you trigger another cut-scene. Two henchmen with whom you will become very familiar attack you, Ormi and Logos, but Yuna springs in with two handguns to help out. They are very easy to defeat. It turns out that the Yuna you were chasing was in fact a rather scantily-clan lady named Leblanc. She gives back Yuna's Garment Grid (GG) and attacks. During the battle, use L1 to change Yuna to Songstress and continually use her Darkness Dance to give you the edge in this straightforward battle. Once you win, the introduction is over and Chapter 1 begins in earnest.

CHAPTER 1 CELCIUS

After the cut-scene, you will be in control of Yuna, on board the Gullwing's airship, Celcius. You'll need to talk to everyone, but start with Shinra – the kid in the full body suit on the right. Read literally everything he has to say and try to familiarise yourself further with the way the game works. After seeing the Garment Grid tutorial you will receive the **VANGUARD GG**. You should also view your treasure spheres.

Now talk to everyone else on the bridge. Buddy will give you an Al Bhed Primer, while the more generous, if less sane Brother will give you three. Go down to the engine room to find four chests, containing **PHOENIX DOWN, ETHER, POTION x 4 and REMEDY x 3**. Go to the cabin and talk to Barkeep, choosing 'rest' to advance to the next bit of the game. Head back to the bridge, and you'll end up flying to Mount Gagazet to go hunting for a sphere.

MOUNT GAGAZET

In this area, get used to holding ◎ down to allow you to jump across gaps and clamber up ledges. Follow the onscreen instructions, falling down to get the **YELLOW RING** from the chest then climbing back up and jumping across. Down the steps is a save sphere you can use. When you are ready, use the button on the wall to activate the lift, but be aware that you won't be able to get back up again to the save sphere. At the bottom, follow the path around to the left for an **ELIXIR** in a chest, then back to the right. There's only one way on. You will soon find Leblanc and pals picking another fight with you, and again it's not much of a challenge.

TO THE TOP OF THE MOUNTAIN

After they run off, you have six minutes to beat them to the top of the mountain. It isn't difficult, but there are some optional treasures to get on the way. Ignore the fallen pillars at first, and run along to the right for a **MEGA PHOENIX** at a dead end. Go up the first ledge, then left instead of up the second ledge. Lanky Logos jumps out of a doorway at you, so kick his ass and go inside. Follow the corridor and into the first pit for a **WHITE RING**. Just before the left and right of the first pit are two switches which you need to climb up to press. Carry on down the passage until you get to a fork. Go all the way right for a **RED RING**, then backtrack and go left. When you emerge outside again, run left until you find Ormi. Wipe him out (again) and run across the narrow bridge, carrying on until

➜

COMBAT TACTICS

No time to hang around and think about it! GO!

While still technically turn-based, the combat in *X-2* has more in common with action RPGs than ever before. As ever, you must wait for a bar to charge before making an action, but it's possible to time your attacks so that two, or even all three, hit a target simultaneously. This will chain together the damage (you'll see it flash above the target's head), and do significantly more than if you had hit it three separate times. You'll have to get used to the timing different jobs have, but it's well worth it.

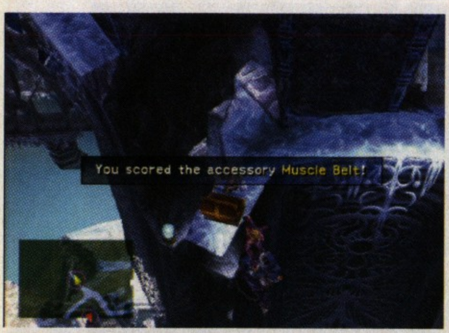
The common sense approach will get you far. Use melee jobs on most enemies, black magic on stuff like Flans and Elementals, and always try to have three jobs that complement each other. For example, we favour Paine as direct damage (Warrior, Black Mage, Dark Knight), Yuna as healer/support (Songstress, White Mage, Alchemist), and Rikku as... well, the more interesting jobs (Thief, Gun Mage, later Lady Luck etc).

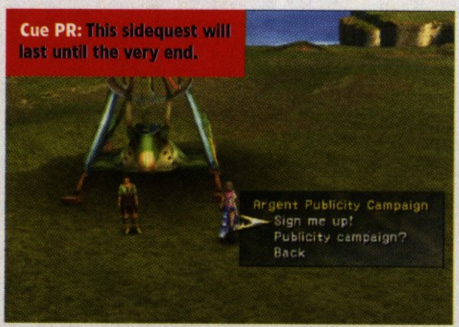
The beauty is, of course, that the choice is entirely yours. As long as you have decent spurts of power levelling, you'll find most enemies to be pretty easy. There are odd exceptions, but there's no shame in using Flee and living to fight another day.

Active Mode

FINAL FANTASY X-2

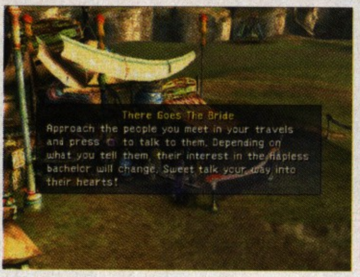
YOUR FIRST FEW DAYS WITH...


You scored the accessory Muscle Belt!


Cue PR: This sidequest will last until the very end.

Argent Publicity Campaign
Sign me up!
Publicity campaign?
Back

Active Mode
Flametongue
Yuna HP 120
Rikku HP 151
Paine HP 203

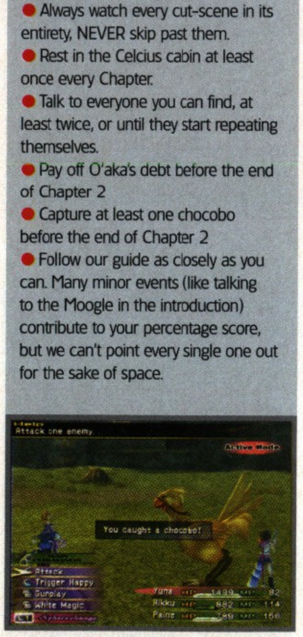

There Goes The Bride
Approach the people you meet in your travels and press ⊡ to talk to them. Depending on what you tell them, their interest in the hapless bachelor will change. Sweet talk your way into their hearts!

Seven up: It probably won't be 7 for you, though.

100% PROOF

Getting 100% gets you an extra cut-scene in the end sequence, and you can maximise your chances of getting it by following these simple rules.

- Always watch every cut-scene in its entirety, NEVER skip past them.
- Rest in the Celcius cabin at least once every Chapter.
- Talk to everyone you can find, at least twice, or until they start repeating themselves.
- Pay off O'aka's debt before the end of Chapter 2
- Capture at least one chocobo before the end of Chapter 2
- Follow our guide as closely as you can. Many minor events (like talking to the Moogle in the introduction) contribute to your percentage score, but we can't point every single one out for the sake of space.


Attack one enemy
You caught a chocobo!

you find a chest containing a **STAR PENDANT**. Backtrack and continue your ascent. Hopefully you were faster than Leblanc and co., and will be rewarded with a brief cut-scene and a **MUSCLE BELT** in a chest.

Next is a boss battle, so make sure you're at full strength. It's not too demanding, particularly if you've taken the time to level up through all those random battles.

BORIS

- **HP:** 480
- **MP:** 0
- **Weaknesses:** Fire, Ice
- **Strengths:** None
- **Steal:** REMEDY
- **Rare Steal:** REMEDY x 2
- **Pilfer Gil:** 700
- **Dropped Gil:** 300
- **Drop:** STAR PENDANT
- **Rare Drop:** STAR PENDANT
- **Exp:** 26

No fancy tactics needed, just made sure you use Potions whenever your HP gets low, and try to time your attacks so they land together, chaining for more damage. Armor and Power Break will work, if you feel the need. He's also weak to fire and ice. You will be awarded the Zanarkand's Prine Treasure Sphere for your efforts.

GET A BLACK MAGE DRESSPHERE

When you regain control, back on the airship, talk to Brother lying on the floor and comfort him. Next talk to Shinra and watch the sphere you just earned. It will get you the Black Mage Dressphere – bonus!

TRAVEL TO ANY LOCATION

From this point on, the game lets you travel to any location in Spira, whenever you like. Some have missions, some sidequests, some treasure, or even all three. The order in which you visit them is up to you, so the following sequence is more a suggestion than a strict rule, but it has been chosen for a reason. Before you go anywhere, however, rest in the cabin. You need to do this at least once per episode to get 100%.

CALM LANDS

The primary reason for going to the Calm Lands first is to initiate two sidequests which will last the rest of the game. There are two companies hosting various minigames in the area, and you can choose to sign up with one of them and embark upon a publicity campaign by talking to NPCs around Spira. The earlier you start to do this, the better. You will gradually increase your rank, and better items will be available to you.

TREASURE CHESTS

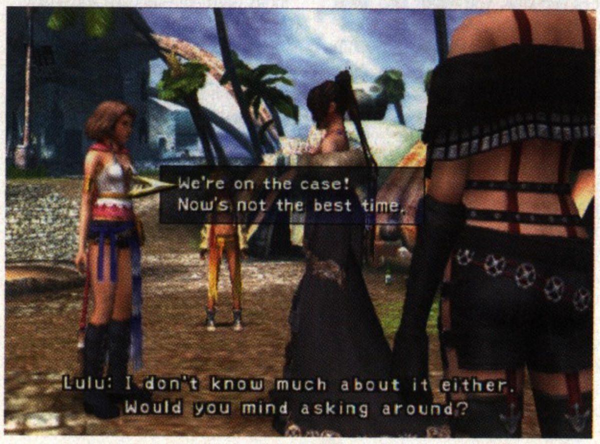
For the purpose of this guide, we will be following Argent, because they have a slightly more interesting item list. There is also an old man standing by the Travel Agency in the centre of the area. Talk to him and agree to help him find a wife for his son. This is basically the same process as the PR campaign, and again initiated by pressing ⊡ to talk to NPCs instead of ⊗. It won't work on everyone, only specific people. Pick up the following treasure chests while you're here; an **ETHER** in the southwest corner, **CHOCOBO FEATHER x 2** in the northwest, and a **PHOENIX DOWN** north of the Reptile Run game. Head north out of the plains area, pick up the **POTION x 2**, go under the bridge. You can't access the cavern, so pick up the **PHOENIX DOWN** and return to Celcius.

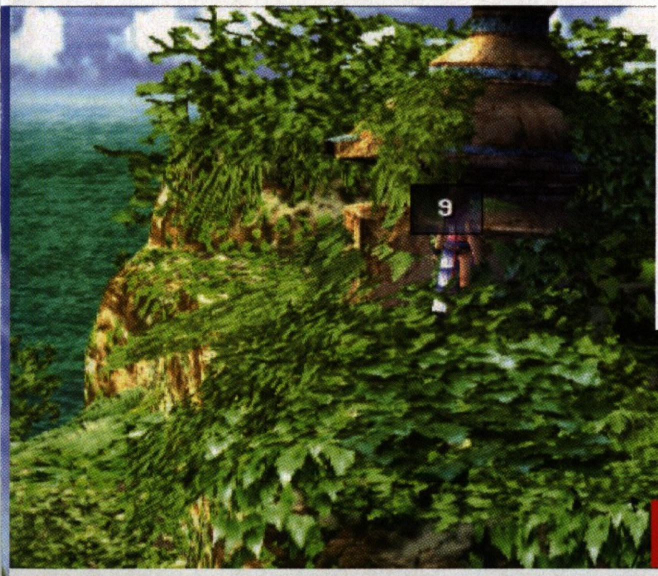
BESAID

Usually we would recommend leaving the storyline-related missions until last, to ensure that everything had been completed before moving the plot forward, but in this case a very useful Dressphere awaits, and the earlier you get it the better.

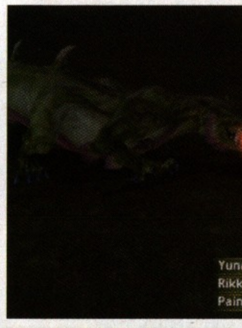
TALK TO THE VILLAGERS

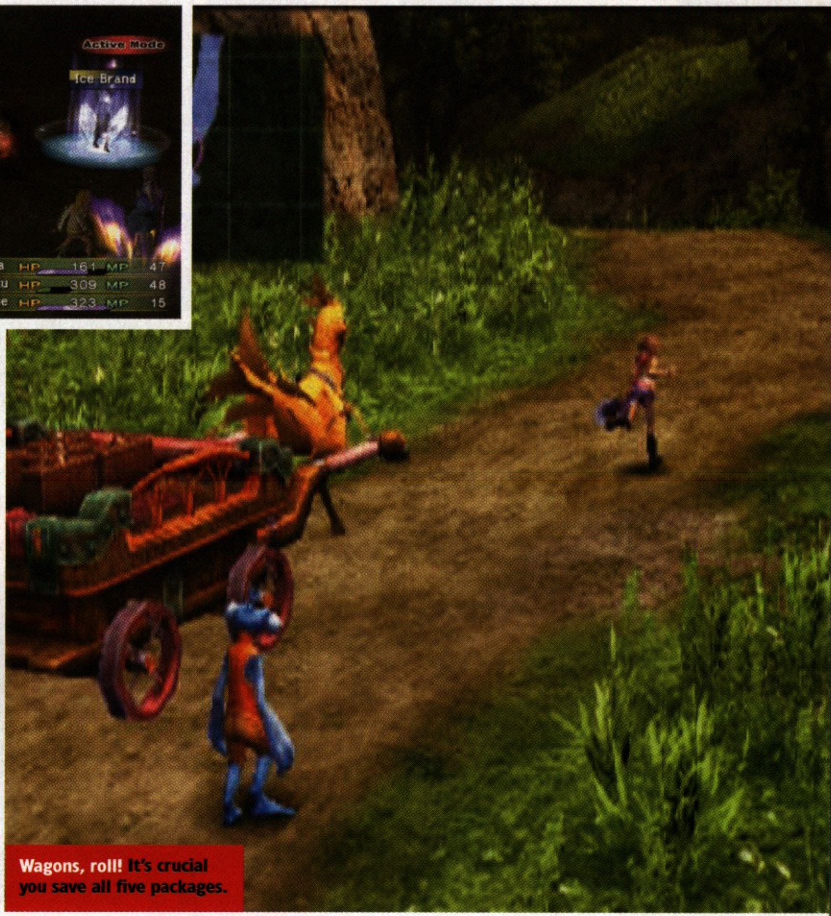
After you enter, you'll encounter good ol' Wakka. After speaking to him, walk around and talk to all the NPCs, before finally entering the middle right hut and talking to Lulu. Speak to her twice to get the option to rest and advance the story. Go outside and talk to her again to discover Wakka's gone missing. Naturally you'll want to help find him. All the villagers have clues about his disappearance, so talk to them until you feel ready to go. You need to find a four digit code to get through a door, but the code is random so we can't tell you what it will be. The first digit is to be


We're on the case!
Now's not the best time.
Lulu: I don't know much about it either. Would you mind asking around?



Nine lives: Once again, your number will be random.





Wagons, roll! It's crucial you save all five packages.

Active Mode
Ice Brand
Yuna HP 161 MP 47
Rikku HP 309 MP 48
Paine HP 323 MP 15

You scored the White Mage dressphere!

found just outside the village – look for something glittering on the rock at the top. The next digit is near the beginning of the waterfall trail. You need to use ◎ to jump up onto a short red pillar. Keep going until you get to the beach, and climb up to the ledge where the children are playing. Keep climbing up until you get the third number. The last one is the other end of the beach. Again, climb up the ledge to get to a small ruined area.

ENTER THE CODE

Leave the beach, and look for the door on the left, before the waterfall trail. Enter your four digit code here to get inside. Talk to Wakka, take a left, and another left at the fork. Pick up the **POTION x 2**, go back to the fork, and go right. Jump across to the save sphere, and prepare for a boss battle.

FLAME DRAGON

- **HP:** 980
- **MP:** 84
- **Weaknesses:** Ice
- **Strengths:** Fire, Gravity
- **Steal:** HI-POTION
- **Rare Steal:** HI-POTION x 2
- **Pilfer Gil:** 700
- **Dropped Gil:** 300
- **Drop:** RED RING
- **Rare Drop:** RED RING
- **Exp:** 60

Fairly obviously, you should use whatever your strongest ice attack is against it as much as possible. Black Mages are useful, as is a Warrior's Ice Blade. Equipping a Red Ring will reduce fire damage, the rest is very straightforward. Defeating it earns you the White Mage dressphere. Job's a good 'un. Go back and talk to Wakka to get yourself a bonus: another Treasure Sphere and the **PROTECTION HALO GG**.

PR/MATCHMAKING MISSION

1. Woman standing outside the first tent on the right
PR: "Argent, at your service!"
Matchmaking: "The heir to Argent, Inc. needs a fiancee..."

2. Man inside first tent on the right
PR: "Fun awaits you at Argent!"

3. Female shopkeeper, first tent on the left
PR: "Would you like to hear about Argent, Inc.?"
Matchmaking: "The heir to Argent, Inc. needs a fiancee..."

4. Dog-walking woman
PR: "Argent. Fun you can rely on."
Matchmaking: "The man of your dreams awaits!"

5. Keepa (2nd tent on the left)
PR: "Fun awaits you at Argent!"

6. The little boy playing around the temple area with the little girl
PR: "For a good time, call on Argent!"

MOONFLOW

Keep heading north up the road until you see a little chap in red, called Tobli. Talk to him about his caravan then backtrack, looking for a Hypello with a wagon. Talk to him to trigger the mission. You have to defend the wagon from bandits, and while it's pretty straightforward you have to be careful that they don't get a single one of the five packages, or your completion percentage will be affected. There are five bandits in total, in three waves. One, then two, then two. Try to intercept them before they get to the wagon if you can. If they start running off they will pause briefly, then carry on running. That's your chance to nail them. Usefully, once complete, you get the Gun Mage dressphere. If you saved all five packages, you'll also get a **CIRCLET** and the **HELIOS GUARD GG**.

You scored the Gun Mage dressphere!

PR/MATCHMAKING MISSIONS

As soon as you enter the road to Moonflow, there will be an Al Bhed woman on the left
PR: "For a good time, call on Argent!"
Matchmaking: "Find your better half!"
ENTER MOONFLOW SOUTH BANK

Boy in yellow walking around near save sphere
PR: "Would you like to hear about Argent, Inc.?"
HEAD INTO SHOOPUF AREA

Youngster by the stairs, wearing red
PR: "Would you like to hear about Argent, Inc.?"
RIDE SHOOPUF TO NORTH BANK

Woman at the bottom of the area
PR: "Would you like to hear about Argent, Inc.?"
Matchmaking: "The man of your dreams awaits!"

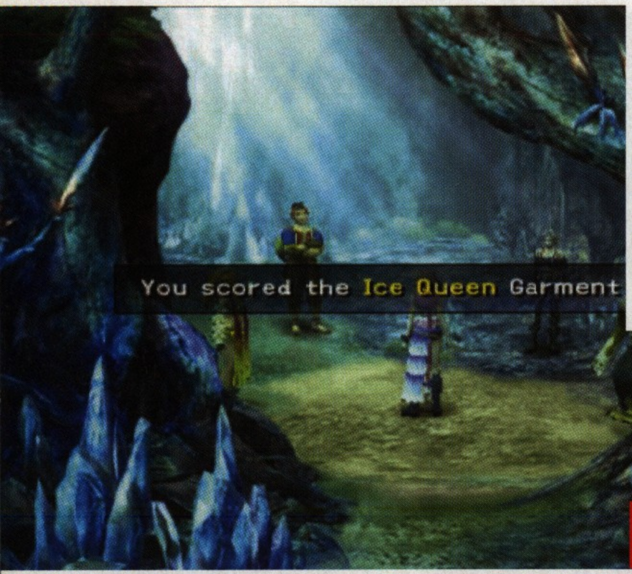
MACALANIA WOODS

Enter this area from the airship and talk to all the NPCs you see standing around. Walk right two screens, then south at the crossroads to the lake. Talk to Donga, then return to the save sphere you saw when you arrived. Walk up the glitter bridge, going north where it splits, and picking up the **TURBO ETHER**. Return to the save sphere, save your game, and head into the woods. Watch out for Amorpheus Gels. They were a boss in *FFX*, and are very dangerous at your current levels. It's probably best to flee from them. Follow the twisting path, picking up the **WHITE RING** on the way, until you find Pukutak. Talk to her, then move on.

AT THE CROSSROADS

You will get to another crossroads, this time X shaped. Go NW, speak to the Guado, then to Tromell. You must speak to him four times in total, and will be awarded with Paine's special Full Throttle dressphere. These are the equivalents of the Aeons in *FFX*. Now back to the crossroads, and

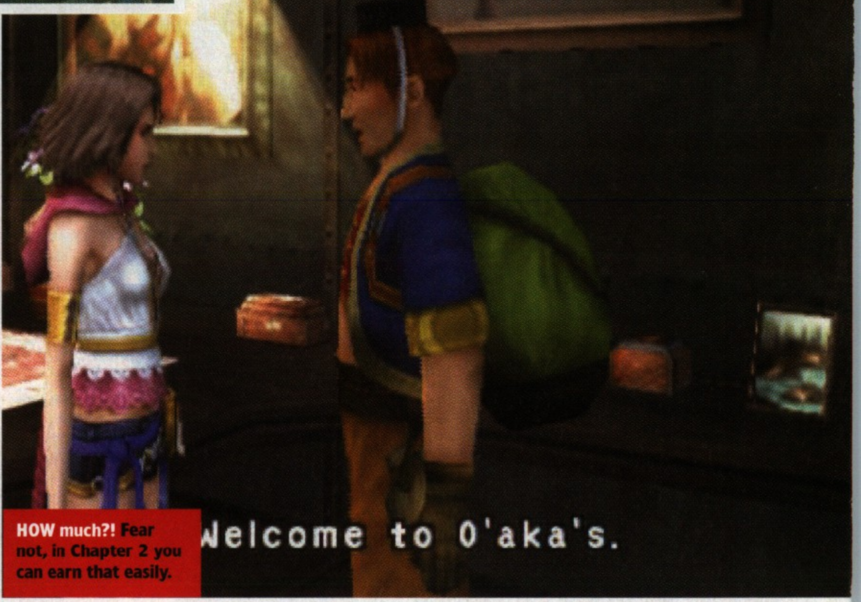
➔



You scored the Ice Queen Garment

Chill out: This GG lets you use ice magic – cool!

You're funny! *giggle*



O'aka's Debt: 100000 gil

Welcome to O'aka's.

HOW much?! Fear not, in Chapter 2 you can earn that easily.

Balloons remaining: 8

ot a lot of room in here, but...

It's called a Squatter Monkey.

NE for a cut-scene and al Al Bhed Primer. Nab the **HI-POTION** from the chest to the right of the shop, and back into the woods. You have to find and corner O'aka. Easy. Go SE from the crossroads and take the glittery path all the way back to the beginning. Once more, go two screens right, but this time north at the crossroads. Talk to the Guado, and search around the blind spot to unearth O'aka. Choose to hide him on your airship, and that's mission complete. You will be awarded the **ICE QUEEN GG**. Go back to your airship and find O'aka in the cabin. He has a 100,000 gil debt he needs your help to pay off. The bad news is that you need to do it before Chapter 3. The good news is that we'll be telling you a trick later on to get a quick and easy 90,000 (in Chapter 2).

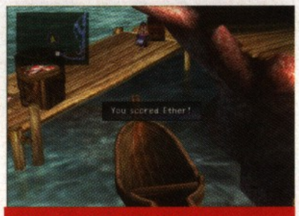
PR/MATCHMAKING MISSIONS

Guado standing to the right of the save sphere
PR: "Fun awaits you at Argent!"
GO RIGHT TWICE, THEN UP INTO THE ROOM

Elderly Guado
PR: "Argent. Fun you can rely on."

KILIKA WOODS

Right from the save sphere, you can use ◎ to jump from the pier to that boat on the left, and onto another pier for an **ETHER**. Across from the barking dog is another jump, this time reaping a **MANA TABLET**. There are other chests scattered around the area, none of which are difficult to find, it's just a matter of being thorough and making sure you get the **EYE DROPS** x 2, **PHOENIX DOWN**, **LIGHT CURTAIN**, **LUNAR CURTAIN**, **HOLY WATER** x 2 and **STAR CURTAIN**. In your travels, there are three of points of interest. Firstly, Dona's house is here with Barthello outside, all confused. Get through the scenes involving both of them and nick 1,500 gil from her house. Secondly, you should have spotted a woman with two children and a little monkey. Talk to her and agree to collect more squatter monkeys for her, from the forest (you'll do this at the end of the chapter). Lastly, there's a guy looking through a telescope at the new Youth League base being built. Talk to him and take a look yourself. That's all for now, but we'll back back later.



You scored Ether!

Chest great: You can't buy Ethers, so make sure you get this.

PR/MATCHMAKING MISSIONS

1. Man standing next to a woman, near the boat east of the save sphere
PR: "Would you like to hear about Argent, Inc.?"

2. Over the bridge from save sphere, man in blue with a yellow sleeve
PR: "Argent. Fun you can rely on."
In the next area, go up the stairs to the right hand walkway.

3. Woman standing next to a man under the stairs of a bridge
PR: "Argent, at your service!"
Matchmaking: "The heir to Argent, Inc. needs a fiancee..."
GO TO THE LEFT HAND WALKWAY

4. Man standing in SW of the area, outside a hut
PR: "Would you like to hear about Argent, Inc.?"

5. Man in green top standing right in the SW corner, by the exit
PR: "Argent. Fun you can rely on."

6. Man in blue top, walking around
PR: "Would you like to hear about Argent, Inc.?"

LUCA

Aw, how sweet. Basically, you have to hand out 10 balloons, all in this little area. They are all easy to find, as long as you remember there are two people sitting on the bench next to the monument, and you can access those two people behind the glass panel beneath the screen. You'll get the **HEALING WING GG** for your troubles, and find a curious secret about that cowering Moogle at the start of the game.

Return to Luca once you've finished the meeting for some items. From the save sphere, head downstairs, and at the grassy patch before hitting the square, use ◎ to jump down and get the **LUNAR CURTAIN** x 2. Now head through the square into the stadium, and take the stairs on the right to get to the locker room hallway. Rin will give you an **AL BHED PRIMER**, then you can leave and take the left-hand set of stairs. Time for your first taste of Sphere Break. You can get a tutorial from the bird-masked child, who will also give you **HELM COIN x 5**, **ZURVAN COIN x 5**, **COYOTE COIN x 5**, and **FLAN COIN** x 5. It's probably a good idea to have a few games now, to get used to the rules, because you'll have to start winning games in Chapter 3 anyway, for a dressphere.

The last thing to do here is to head back down the stairs and take the right exit, then the next right turn onto the docks. Hunt around at the back to find a chest containing the **THUNDER SPAWN GG**.

PR/MATCHMAKING MISSIONS

1. From the save sphere, look for a woman sitting alone on the bench
PR: "For a good time, call on Argent!"
Matchmaking: "I have the perfect person for you!"

2 On the next bench, there's a woman sitting next to a man
PR: "Would you like to hear about Argent, Inc.?"
Matchmaking: "The heir to Argent, Inc. needs a fiancee..."

GO DOWN THE STAIRS TO THE SQUARE

3. Little boy standing to the SE of the statue thing
PR: "Argent. Fun you can rely on."

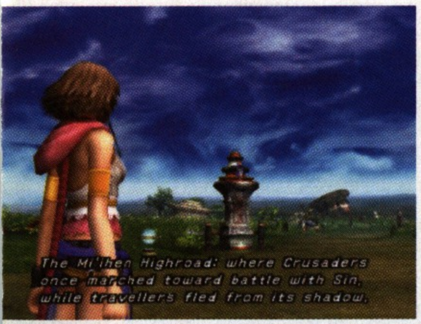
4. Man in brown sitting on a bench to the left
PR: "Would you like to hear about Argent, Inc.?"
WALK TO STADIUM

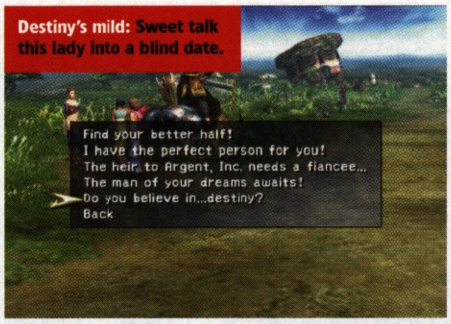
5. Man dressed head to foot in green, wandering around
PR: "For a good time, call on Argent!"

6. Woman sitting on the bench on the raised area
PR: "Argent, at your service!"
Matchmaking: "I have the perfect person for you!"
TAKE LEFT EXIT TO THE DOCKS, AND WALK UP TO THE NEXT AREA

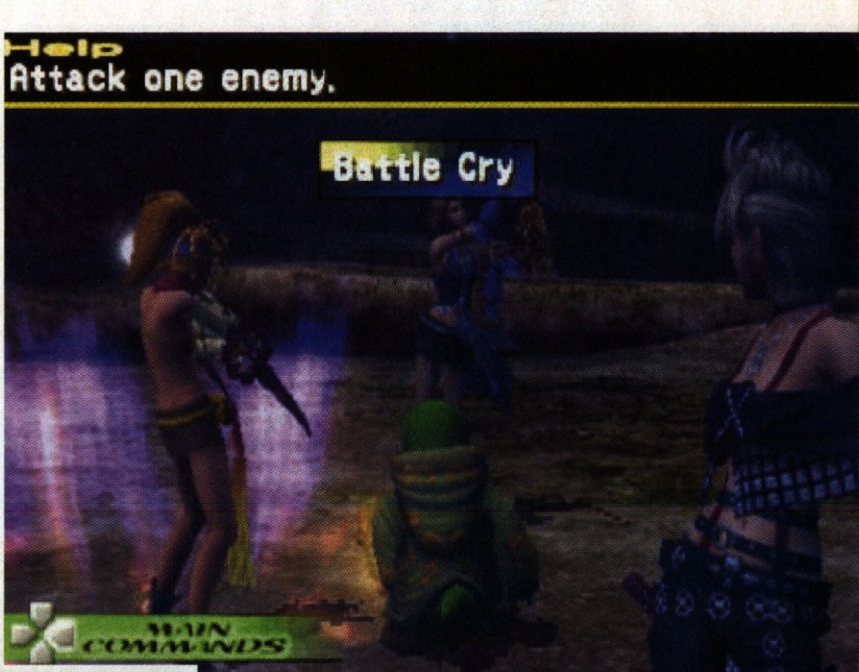
7. Woman walking from the right of the screen
PR: "Argent. Fun you can rely on."
Matchmaking: "I have the perfect person for you!"

8. Man in white, walking around the


The Mi'ihen Highroad: where Crusaders once marched toward battle with Sin, while travellers fled from its shadow.


Destiny's mild: Sweet talk this lady into a blind date.

Find your better half!
I have the perfect person for you!
The heir to Argent, Inc. needs a fiancee...
The man of your dreams awaits!
Do you believe in...destiny?
Back



Active Mode
Armor Break
Yuna HP 110
Rikku HP 538
Paine HP 723

You scored 1000 gil

Evil. Just evil: Tonberry's are a huge pain in the arse.

north area
PR: "Fun awaits you at Argent!"

MI'IHEN HIGHROAD

This is basically just one great big long road with random fights and treasure chests popping up every so often. A good place to build experience, and of course for talking to plenty of NPCs. From the beginning to the end, you should pick up the following goodies from chests; **PHOENIX DOWN** x 2, **500 gil**, **CIRCLET**, **ANTIDOTE** x 2, **HOLY WATER** x 2, **POTION** x 2, **IRON BANGLE**, and **EYE DROPS** x 2 by the Travel Agency. Continuing on, there's a **POTION**, **PHOENIX DOWN** x 2, and **BUDGET GRENADE** x 2. At this point you'll come to a fork – go right for a **MANA SPRING**, **ECHO SCREEN** x 2, and **SOFT** x 2.

PR/MATCHMAKING MISSIONS

1. Woman wearing blue standing by the statue
PR: "Fun awaits you at Argent!"
Matchmaking: "Find your better half!"

2. The woman standing with her by the statue, back to you
PR: "Argent, at your service!"
Matchmaking: "Do you believe in... destiny?"

3. Head into the little nook on the right for the last man of this area
PR: "Argent, at your service!"
WALK TO THE TRAVEL AGENCY

4. Head left to the cliff for a man sitting down
PR: "Fun awaits you at Argent!"
WALK INTO THE AGENCY

5. Woman sitting on the left, in the corner
PR: "Argent, at your service!"
Matchmaking: "The man of your dreams awaits!"

6. Man sitting next to her
PR: "For a good time, call on Argent!"
LEAVE THE AGENCY, EXIT TO NEXT AREA

7. Keep going til you see a woman in yellow standing on a bridge
PR: "Argent. Fun you can rely on."
Matchmaking: "Find your better half!"

8. Further still, a little boy standing near the gate to Mushroom Rock Road
PR: "Would you like to hear about Argent, Inc.?"
GO DOWN THE SE PATH

9. Man wearing purple top
PR: "Argent, at your service!"
MOVE INTO NEXT AREA

10. The woman standing alone in the area, with a machina to her far right
PR: "Argent. Fun you can rely on."
Matchmaking: "Find your better half!"
WALK TO THE END OF THE ROAD

11. Man sitting top
PR: "Fun awaits you at Argent!"

12. Man sitting bottom
PR: "For a good time, call on Argent!"

MUSHROOM ROCK ROAD

From the save sphere, head up the road until you encounter Ormi and Logos. Follow them until the Youth League say hello, and claim to remember the guy that turns out to be Yaibal. Before you agree to take on the mission, remember to go up the lift and pick up the 1,000 gil too. Once you take it on, you need to proceed along the Mushroom Rock Road killing fiends. When the mist lowers, the fiends will be stronger, but still not that strong. As long as you've been taking the time to level up and get some decent abilities, you'll be fine. Except, of course, for the Tonberry. He's a regular fixture in *FF* games, and inevitably a pain in the arse. He won't deal enormous damage (as long as you have half decent stats), but he's immune to status effects and has 9999 HP.

FOLLOW THE BROTHERS

Take the first lift up and keep following the chuckle brothers until you see them jump down into the crevasse. Stay hot on their heels, picking up a **TURBO ETHER**, **PHOENIX DOWN**, and **HI-POTION** from the chests on the way to the save sphere. Head into the cave for a little scene, after which you will automatically receive Crimson Sphere 9. Touch the statue, then leave for another scene. Head back up to the road, and continue north until you reach another lift, which leads to yet another (bigger) lift, and will end your mission. You are awarded a **GLASS BUCKLE** and the **HEART OF FLAME GG**. But that's not all! Go down the screen for a chest with a **FAVORITE OUTFIT** in it, then head up the big lift. There's a save sphere, and to the right of it what looks like a little path off the main cliff. Jump down onto it (you might need to wander around for a minute until you get the right spot) for the **RESTLESS SLEEP GG**.

SPEAK TO EVERYONE

You need to speak to everyone around the camp, twice with Lucil. You'll also find pontificator extraordinaire Maechen, sitting down. When he starts talking, just let him ranble on, and leave the pad well alone. Put it down and make a cup of tea, even. Interrupting him in any way loses you some percentage points. Oh, and shake his hand.

RETURN TO THE AIRSHIP

That's it – nearly. Return to the airship and beam right back down again. Close by will be Clasko, looking disconsolate. Invite him on board the Celcius, then go back and watch that Crimson Sphere you found. Don't worry about the numbering system. Clasko can also be found in the Cabin, so have a quick chat.

➔

Upside? Down: They're useful, but very common.

You scored Phoenix Down!

You scored Echo Screen!

Trigger Happy: One of the better skills, and it's free.

Active Mo
Attack
Swordplay
Sentinel
Item
LT Spherechange
Yuna R1 TRIGGER
Rikku HP 538 MP
Paine HP 723 MP

You scored the key item Letter of Introduction!

Paine fool: Gippal and Paine share a secret...

There's no getting into this house.

You found Scrap Metal!

DJOSE TEMPLE

That there is Gippal, leader of the machine faction. Not machina, machine. There's a **PHOENIX DOWN** in an obvious chest, then it's a matter of talking to everyone until the line to that tent shrinks down. Go inside and register as a digger, then go into the temple and watch a cut-scene, after which you will receive another **AL BHED PRIMER.** The room through the door on the left holds an **ECHO SCREEN,** there's nothing of interest on the right. Exit the temple then head south to the bridge, and watch another screen involving Gippal and Paine. Say "we're sure" and you'll get his **LETTER OF INTRODUCTION,** a key item. At the other end of the bridge is a is a **POTION x 2**, then back to the airship.

PR/MATCHMAKING MISSIONS

1. Woman next to save sphere
PR: "For a good time, call on Argent!"
Matchmaking: "The man of your dreams awaits!"

2. Al Bhed woman outside the tent
PR: "Fun awaits you at Argent!"
Matchmaking: "Do you believe in... destiny?"

3. Man talking to the old codger to the left of the temple
PR: "Argent, at your service!"
MOVE SOUTH INTO NEXT AREA

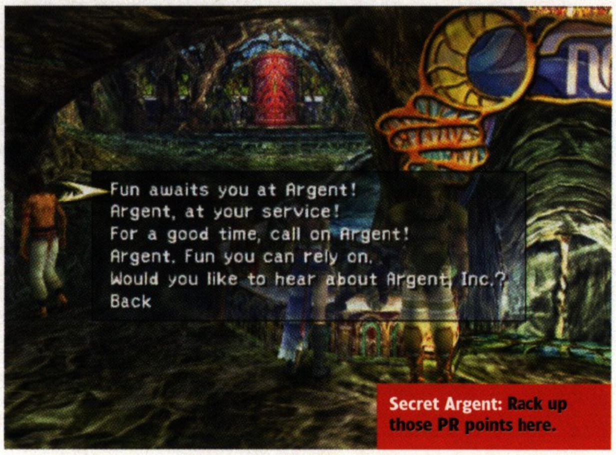
4. Al Bhed woman in red
PR: "For a good time, call on Argent!"
Matchmaking: "Do you believe in... destiny?"

5. Man wearing green
PR: "Would you like to hear about Argent, Inc.?"

6. Man wearing yellow
PR: "Argent. Fun you can rely on."

7. Man wearing orange
PR: "Fun awaits you at Argent!"

8. Woman wearing purple:
PR: "For a good time, call on Argent!"
Matchmaking: "Do you believe in... destiny?"



Fun awaits you at Argent!
Argent, at your service!
For a good time, call on Argent!
Argent. Fun you can rely on.
Would you like to hear about Argent, Inc.?
Back

Secret Argent: Rack up those PR points here.

GUADOSALAM

Very little to do here, except for trying (and failing) to get into the Farplane, and attempting to open the mysterious locked door to the left of Leblanc's mansion (which used to be Seymour's gaffe, for any *FFX* fans). In and out, lovely job. Don't walk to the Thunder Plains, though, go via the airship. Seems silly, but helps with your percentage.

PR/MATCHMAKING MISSIONS

1. Old woman near entrance
PR: "Fun awaits you at Argent!"
Matchmaking: "Do you believe in... destiny?"

2. Little girl sitting right of save sphere
PR: "Fun awaits you at Argent!"

3. Inn Keeper
PR: "Argent, at your service!"

4. Hypello standing on upper level, right hand side
PR: "For a good time, call on Argent!"

5. Customer in item shop
PR: "Argent. Fun you can rely on."

6. Item shopkeeper
PR: "Argent, at your service!"

THUNDER PLAINS

After being introduced to the now harmless area, head up and bear right for a **BLACK CHOKER.** Follow the path until it forks – go left to the Travel Agency. Just beyond is a **PHOENIX DOWN,** and a little further still is a **GRENADE x 2.** Keep your eyes peeled for a shelter on the left hand side, dart in and liberate a precious **ETHER,** then to the nearest save sphere, and the Celcius. Yep, another easy one.

BIKANEL DESERT

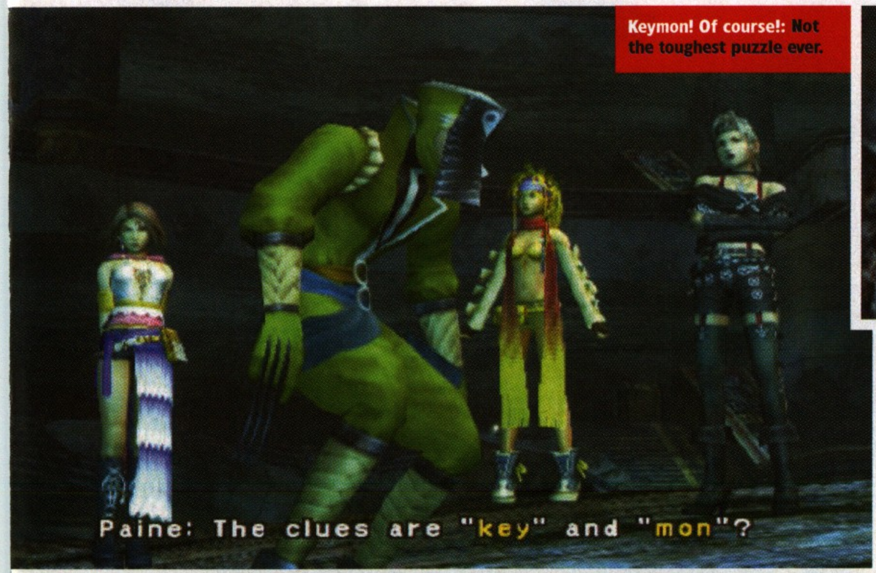
Time for another minigame. It doesn't take long after arriving before Rikku goes and runs off. Tsk. Follow her for a while until an Al Bhed finds you and donates an **AL BHED PRIMER.** Speaking to your Gullwing compadres, then all the other Al Bhed, will prompt Nhadala to fly in. Showing her Gippal's letter sends you on a new mission, to go scrabbling around in the desert for bits of junk. Hoorah. Whenever you feel ready, talk to the hover pilot and you'll begin. Pay attention to the tutorial, and try to figure out a route that will take in as many white X's as possible, and of course the yellow X, which alone determines success or failure. Get as many white ones as you can in the time limit, because they are items (and sometimes **AL BHED PRIMERS**), but always get the yellow one.

LETTERS OF THE ALPHABET

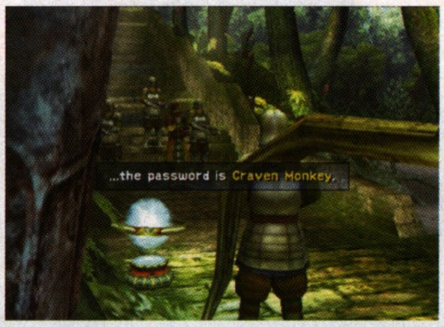
You only have to do it once to complete the mission, and Nhadala will generously hand you the **NIGHT GARMENT GG,** along with 100 gil and an **ELIXIR.** You can keep digging if you like, potentially finding all the remaining letters of the Al Bhed alphabet, but the more yellow crosses you successfully find, the more difficult (and impossible) a later task will be, so be careful.

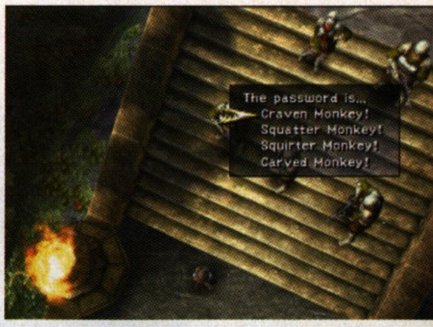
BEVELLE

After the brief introduction, head towards the New Yevon HQ, and talk to Baralai. After the scene ends, head into the building and take the lift in the middle up to meet him again. He gives you a **TIARA,** which just makes your subsequent betrayal of him that much more shocking. Wait and see.

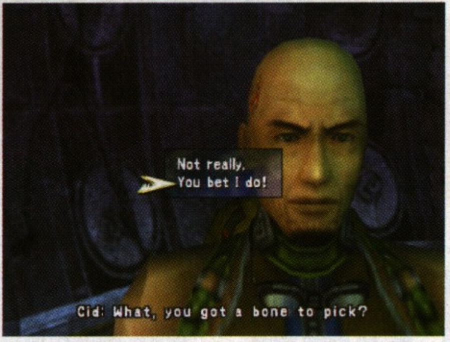

Keymon! Of course!: Not the toughest puzzle ever.

Paine: The clues are "key" and "mon"?


...the password is Craven Monkey.


The password is...
Craven Monkey!
Squatter Monkey!
Squirter Monkey!
Carved Monkey!

Active Mode
Liquid Steel
Attack
Steal
Flimflam
Flee
Yuna HP 497 MP 37
Rikku HP 560 MP 58
Paine HP 750 MP 34


Not really.
You bet I do!

Cid: What, you got a bone to pick?

Active Mode
Chain x 1!
557
Armor Break
Yuna HP 413 MP 77
Rikku HP 310 MP 58

Break chance: You can stack up those attacks.

ZANARKAND RUINS

The final mission of the Chapter, so be very sure you've done everything you needed to do up until this point. Spoken to everyone? Got Clasko and O'aka on board? Good. Zanarkand has been turned into a cheap tourist spot, to the horror of our femme fatales, not to speak ot anyone who witnessed the events here in *FFX*.

At the top of the hillock on the right is Isaaru. Have a natter then head towards the temple itself. Those kids seem to be one step ahead of you already... hm. You basically need to keep following those kiddy winks along the ruined road until you catch them. We would advise steering clear of the little monkeys, because touching one loses you 1 gil, but really – so what? It's 1 gil.

So, the Kinderguardians (as they call themselves) have half a clue: "key". A little further on you'll stumble across a particularly stupid Goon who reveals their half: "mon". Figure it out. There's a **MEGA PHOENIX** nearby, and past the Goons blocking your path a **PHOENIX DOWN**. Keep strolling deeper into the ruins until you reach a room with a lovestruck monkey called Maxx in it. Take the lift down and you'll meet Cid in the next room. Stand up for yourself and pick "You bet I do!" in response to his question – this affects events later on. The next room is a treasure trove, containing an **ETHER, REMEDY, REMEDY x 2, HI-POTION, PHOENIX DOWN** and an **ELIXIR**.

Going through the next door triggers another scene, walking forward after it a second. The answer you need is "Is that you, Isaaru?", which, at the end of the scene, gets you the **HEART REBORN GG**. Moving ever forwards, you will descend a flight of stairs into a passageway. Make sure to save at the sphere, because next up is a boss battle.

Help
Attack one enemy.

193 289
388
Attack
Steal
Flimflam
Flee
Yuna HP 194 MP 74
Rikku HP 126 MP 56
Paine HP 149 MP 18

Ouch: As long as you don't panic, it's not really that bad.

GUARDIAN BEAST

- **HP:** 2886
- **MP:** 1000
- **Weaknesses:** Fire, Ice, Lighting, Water, Holy:
- **Strengths:** Gravity
- **Steal:** DEFENSE VEIL
- **Rare Steal:** DEFENSE VEIL
- **Pilfer Gil:** 1320
- **Dropped Gil:** 300
- **Drop:** AMULET
- **Rare Drop:** AMULET
- **Exp:** 170

Damocles Photon does damage equal to half of your max HP, but it's really the only threatening attack this boss has. Otherwise, pummel him with spells and attacks, and keep your HP high just in case. Defeating it earns you the **SPHERE FRAGMENT.**

Basically you won't get control again until you are forced to go to Kilika Woods again.

KILIKA WOODS

Head straight for the gates, where you weren't allowed in previously. A couple of scenes later, you'll be given a mission. The Awesome Sphere will be yours! The woods aren't particularly large, or complex, but do hide 13 squatter monkeys, and it's worth finding them all now. You know when you're nearby one because you'll hear a squeaking, gibbering noise, so press ⊗ in that area and you should find it. There's a curving path at the top right of the map, from which you'll need to use ◎ to jump up to find a **MEGALIXIR** in a treasure chest, and also a thicket near a dead end a little north of the middle of the map, where you can spy on the guards discussing the passwords.

You'll face a sequence of guards, in groups of varying numbers as you climb the stairs. If the number is odd, the password is "Carved Monkey". If even, it's "Craven Monkey". Here is the sequence, but watch for a tricky ending:

1 Craven Monkey
2 Carved Monkey
3 Craven Monkey
4 Carved Monkey
5 Carved Monkey.

For the last group, it looks like there are four guards, but if you wait a moment you'll hear footsteps and realise a fifth has joined them, hence Carved Monkey and not Craven. You will also win the following items: **HI-POTION, ETHER, TURBO ETHER, MENACE OF THE DEEP GG**. Next, another boss battle:

YSLS-ZERO

- **HP:** 1935
- **MP:** 0
- **Weaknesses:** None
- **Strengths:** Gravity
- **Steal:** MITHRIL GLOVES
- **Rare Steal:** MITHRIL GLOVES
- **Pilfer Gil:** 1330
- **Dropped Gil:** 1000
- **Drop:** WRISTBAND
- **Rare Drop:** WRISTBAND
- **Exp:** 350

Blast Punch is the only attack of note, otherwise treat this like any other boss. Keep your HP moderately high, use your strongest attacks, don't forgot to steal/pilfer and pummel away. Kill him and get the Awesome Sphere. ■

NEXT MONTH!

The rest of it. Simple as that. We couldn't squeeze it all in this issue. But, rest assured, we will next.

NEXT MONTH

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SELECT
ANALOG
START

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GAMECUBE

Die Hard: Vendetta
Eternal Darkness
Godzilla: Destroy all Monst.
Leg. of Zelda: Master Quest
Leg. of Zelda: Ocarina of T.
Leg.of Zelda: Majora's Mask
Lord of the Rings: R.of King
Mario Kart: Double Dash
Medal of Honor Frontline
Medal of Honor: R. Sun
Metroid Prime
Minority Report
Need for Speed Undergr'nd
Resident Evil
Rogue Ops
Simpsons: Hit & Run
Sims: Bustin' Out
Star Wars: Rebel Strike
Star Wars: Rogue Leader
Super Smash Bros Melee
Tiger Woods Golf 2004
Zelda: The Wind Waker
Plus Many More...

PLAYSTATION 2

A = 0 1
Ace Combat 4: Shat. Skies
Ace Combat: Distant Thund.
Age of Empires 2
Agent Under Fire
Aggressive Inline
Airblade
Alex Ferguson's P. Manager
Aliens vs Predator:Extinction
All Star Baseball 2002
Alone in the Dark 4
Alter Echo
Amplitude
Angel of Darkness
Ape Escape 2
Armoured Core 2
Armoured Core 3
Army Men RTS
Atlantis 3: New World
ATV Off-Road Fury 2
ATV Quad Racing 2
Auto Modellista
B = 0 2
Backyard Wrestling
Bad Boys 2*
Baldur's Gate: Dark Alliance
Bass Strike
Batman Vengeance
Batman: Rise of Sin Tzu
Battle Engine Aquila
Battlestar Galactica
Big Mutha Truckers
BIG NBA Street
Bionicle
Black and Bruised
Blade 2
BloodRayne
Bloody Roar 4
BlowOut
BMX XXX
Bombad Racing
Bond 007: Agent Under Fire
Bond 007: Nightfire
Bouncer
Bounty Hunter, Star Wars
Britney's Dance Beat
Broken Sword: S. Dragon
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
Bustin' Out, The Sims
C = 0 3
Celebrity Deathmatch
Chamber of Secrets
Chaos Bleeds
Chaos Legion
Circus Maximus
Clock Tower 3
Club Football
Code Veronica X
Colin McRae Rally 3
Colin McRae Rally 4
Conflict Zone
Conflict: Desert Storm
Conflict: Desert Storm 2
Contra: Shattered Soldier
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crazy Taxi
Cricket 2002
Crush Hour, WWE
D = 0 4
Dakar 2
Dark Angel, J. Cameron's
Dark Cloud 2
Dave Mirra Freestyle BMX 2
DDRMAX: Dance D. Revol.6
Dead or Alive 2
Dead to Rights
Def Jam Vendetta
Defiance: Legacy of Kain
Delta Force: Urban Warfare
Desert Storm
Desert Storm 2
Destruction Derby Arenas*
Deus-Ex
Devil May Cry 2
Die Hard: Vendetta
Dino Stalker
Disney's Extreme Skate Adv.
Downhill Domination
Dr. Muto
Dragon Ball Z: Budokai 2
Dragonball Z: Budokai
Draken: Ancient Gates
Dredd vs Death
Dropship
Dynasty Warriors 2
Dynasty Warriors 3
Dynasty Warriors 3: Xtr.Leg.
Dynasty Warriors 4
E = 0 5
Ecco the Dolphin
Eden, Project
Eighteen Wheeler
Elemental Force
Emperor's Tomb
End Game
Enter the Matrix
Escape from Monkey Island
ESPN NFL Football
Evergrace
Everquest Online Adventure
Evil Dead: Fist. of Boomstick
Evolution Skateboarding
Extermination
Extreme G Racing Associat.
Extreme G3
Extreme Racer
Eye Toy: Groove
Eye Toy: Play
F = 0 6
F1 2002
Fatal Frame
Fatal Frame 2: Cr. Butterfly
Fellowship of the Ring
FIFA 2001
FIFA 2002
FIFA 2003
FIFA 2004
FIFA World Cup 2002
Fighting Fury
Final Escape, SOS
Final Fantasy 10
Final Fantasy X-2
Finding Nemo
Fire Blade
Fire Warrior
Fisherman's Challenge
Forever Kingdom
Formula 1 2001
Formula 1 2002
Four by Four Evolution
Freaky Flyers
Freedom Fighters
Freekstyle
Freestyle BMX 2
Freestyle Metal X
Frogger's Adv.: The Rescue
Frontline, Medal of Honor
Fugitive Hunter
Futurama
G = 0 7
G1 Jockey
Galerians: Ash
Getaway
Ghost Hunter
Ghost Recon
Giants: Citizen Kabuto
Gitaroo Man
Gladiator: S. of Vengeance
Gladius
Goblin Commander
Godai: Elemental Force
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Gran Turismo Concept
Grand Prix Challenge
Grand Theft Auto 3
Grand Theft Auto: V. City
Grandia Xtreme
Gravity Games
Great Escape
Green Rogue
GTC Africa
Guilty Gear X2
Gumball 3000
Gundam: Journey to Jaburo
Gungrave
H = 0 8
Hack (Dot)
Harry Potter & Ch.of Secrets
Haven: Call of the King
Headhunter
Here Comes The Pain
Hitman 2: Silent Assassin
Hot Wheels: Velocity X
Hulk
Hunter: Reckoning Wayward
I = 0 9
Incredible Hulk
Indiana Jones: Emp.'s Tomb
Indycar Series
Inter. Superstar Soccer 3
Inter. Winter Sports 2002
ISS Pro Evolution
J = 1 0
Jak & Daxter
Jak 2: Renegade
James Bond 007: Nightfire
James Bond: Agent Under F.
James Cameron Dark Angel
Jedi Star Fighter
Jikkyou World Soccer 2000
Jikkyou World Soccer 2001
Judge Dredd:Dredd v Death
Jurassic Park: Op. Genesis
K = 1 1
Karaoke Revolution
Kelly Slater's Pro Surfer
Kengo: Master of Bushido
Kessen 2
Kill.switch
King of Fighters 2000
King of Route 66
Kingdom Hearts
King's Field: Ancient City
Knockout Kings 2002
Kya: Dark Lineage
L = 1 2
Lara Croft: Ang.of Darkness
Largo Winch
Leg. of Kain: Blood Omen 2
Leg. of Kain: Soul Reaver 2
Legacy of Kain: Defiance
Legaia: Duel Saga
Legend of Black Kat
Legends of Wrestling
Legends of Wrestling 2
Legion: Leg. of Excalibur
Lethal Skies 2
LMA Manager 2003
Looney Tunes:Back in Action
Loony Tunes Space Race
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Lotus Challenge
M = 1 3
Mace Griffin: Bounty Hunter
Madden NFL 2003
Madden NFL 2004
Mafia
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Marvel vs Capcom 2
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Matrix, Enter the
Max Payne
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Music 3000
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MX Rider
MX Superfly
Mystic Heroes
N = 1 4
NASCAR Thunder 2002
NASCAR: Dirt to Daytona
Naval Ops:Warship Gunner
NBA 2K3
NBA Jam 2004
NBA Live 2003
NBA Starting Five
NBA Street Volume 2
NBA Tonight 2002
NBA Tonight, ESPN
NCAA Football 2003
NCAA Football 2004
Need for Speed Undergr.
Need for Speed: H.Pursuit 2
NFL 2001
NFL 2002
NFL 2003
NFL 2004
NFL 2K2
NFL Blitz 2002
NFL Blitz 2003
NFL Gameday 2004
NFL Primetime 2002
NFL Street
NHL 2003
NHL 2004
Nightfire
No One Lives Forever
O = 1 5
Off Road Wide Open
Oni
Onimusha: Warlords
007 Agent Under Fire
007 Nightfire
Operation Winback
P = 1 6
Pac-Man World 2
Paris-Dakar Rally 2
Penny Racers
Player Manager 2001
Player Manager 2002
Pool Master: Q-Ball
Premier Manager 2002
Pride Fighting Champion.
Primal
Prince of Persia: S. Time
Prisoner of War
Pro Evolution Soccer
Pro Evolution Soccer 2
Pro Evolution Soccer 3
Project Eden
Project Zero
Project Zero 2
Q = 1 7
Q-Ball: Billiards Master
R = 1 8
Ratchet and Clank
Ratchet and Clank 2
Rayman 2: Revolution
Rayman 3
Rayman M
Red Faction
Red Faction 2
Reign Of Fire
Res. Evil Code Veronica X
Resident Evil: Dead Aim
Return of the King
Return to Castle Wolfenstein
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Roadkill
Robot Wars
Robotech: Battlecry
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RTX Red Rock
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Rugby League (Super Lgue.)
Run Like Hell
Rygar Legendary Adventure
S = 1 9
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S'Bob S'Pants: R.F.Dutchman
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The Two Towers
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This is Football 2002
This is Football 2003
Thunderhawk: Op. Phoenix
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Tiger Woods Golf 2004
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Time Crisis 3
Time Splitters
Time Splitters 2
TOCA Race Driver
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Tom Clancy's Ghost Recon
Tom Clancy's Jungle Storm*
Tom Clancy's Splinter Cell
Tom Clancy's Sum of Fears
Tomb Raider: Angel of D.
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Top Gun: Combat Zones
Total Club Manager 2004
Total Immersion Racing
Treasure Planet
True Crime: Streets of LA
Turok, Evolution
Twin Calibre
Twisted Metal Black
Ty the Tasmanian Tiger
U = 2 1
Ulti. F. Champ: Throwdown
US Navy Seals, SOCOM
V = 2 2
Vampire Night
Vice City, Grand Theft Auto
Virtua Fighter 4: Evolution
Virtua Tennis 2
V-Rally 3
W = 2 3
Wakeboarding Unleashed
War of the Monsters
War on Terror
Warhammer: Fire Warrior
Warlords (Onimusha)
Warriors of Might & Magic
Way of the Samurai
Way of the Samurai 2
Weakest Link
Wetrix 2
Whirl Tour
White Out
Wild Arms 3
Winback
Winning Eleven 6
Winter Games: Snowboard.
Winter Sports 2002
Wipeout Fusion
Wolfenstein,Return to Castle
Wolverine's Revenge
World Champ. Snooker '03
World Cup 2002
World Racing, Merc. Benz
World Rally Champ.2 Extr.
World War2:Prisoner of War
Worms 3D
Worms Blast
Wrath of Cortex
Wrath of Heaven
WRC: World Rally Champ.
Wreckless: Yakuza Mission
WWE Crush Hour
WWE Smackdown! 3: J.B.I.
WWE Smackdown! 4: S.Y.M.
WWE Smackdown! 5: HCTP
X = 2 4
X-Files: Resist or Serve*
XGRA
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
Y = 2 5
Yu-Gi-Oh! Duel Monst. 2
Yu-Gi-Oh! Duel. of Roses
Z = 2 6
Zapper
Z.O.E.: 2nd Runner
0-9 = 2 7
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007 Nightfire
13 (XIII)
18 Wheeler
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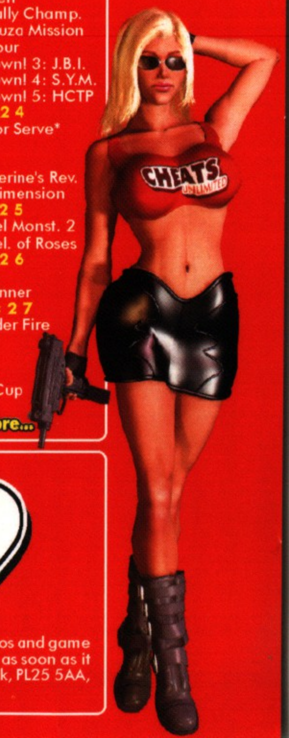

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STUNT 101 - g-unit	113252
MAD WORLD - m andrews ft. gary jules	113303
ME AND MY MONKEY - robbie williams	113443
CRY LITTLE SISTER - lost brothers	113321
ME MYSELF AND I - beyonce knowles	113293
IT TAKES SCOOP - fatman scoop	113302
YOUR GAME - will young	113444
CRY - alex parks	113447
BABY I LOVE U - jennifer lopez	113353
GOD IS A DJ - pink	113283
AS THE RUSH COMES - motorcycle	113360
I'M STILL IN LOVE WITH YOU - s paul ft.	113410
GOT YOUR NUMBER - (118 AD) - y punx	113390
PREDICTABLE - delta goodrem	113352
MOSES - coldplay	113365
SHOW ME YOUR SOUL - p diddy & lenny	113395
STILL ON MY BRAIN - justin timberlake	113366
CAN'T DO RIGHT FOR DOING... - e rocha	113391
RED BLOODED WOMAN - kylie minogue	113411
AIR HOSTESS - busted	113414
HERE 4 ONE - blazin squad	113420
TAKE CONTROL - jaimeson	113422
OBVIOUS - westlife	113428
TOXIC - britney spears	113435
ALL THIS TIME - michelle mcmanus	113437
THANK YOU - jamelia	113455
TAKE ME TO THE CLOUDS ABOVE - lmc vs	113456

CHART

MANDY - westlife	113228
LEAVE RIGHT NOW - will young	113195
LET YOUR HEAD GO - victoria beckham	113388
I'M LOVING IT - justin timberlake	113280
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SHE BELIEVES IN ME - ronan keating	113467
EVERYBODY CRIES - liberty x	113331
LADIES NIGHT - atomic kitten	113229
I WONT CHANGE YOU - s e bextor	113358
NAKED - avril lavigne	113340
JUMP - girls aloud	113163
ALL I WANNA DO - amy studt	113412

HIP HOP

P.I.M.P - 50 cent	112599
X GONNA GIVE IT TO YA - dmx	112617
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SLOW JAMZ - twista ft. kanye west...	113427
REIGNS - ja rule	112679
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BEAUTIFUL - snoop dogg	112511
8 MILE - eminem	112376
GOT SOME TEETH - obie trice	113041
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RIGHT THURR - chingy	112868
MILKSHAKE - kelis	112885
BUSINESS - eminem	112695
SHAKE YA TAILFEATHER - nelly, p diddy...	112839
CHANGE CLOTHES - jay z	113279

REGGAE

TURN ME ON - kevin lyttle	113100
ANYTHING GOES - def jamaica	113415
LIKE GLUE - sean paul	112785
GET BUSY - sean paul	112634
NO WOMAN NO CRY - bob marley	111331

ROCK

I BELIEVE IN A THING... - the darkness	112972
THE UNNAMED FEELING - metallica	113466
SWEET CHILD O MINE - guns and roses	111258
BAT OUT OF HELL - meatloaf	111286
ENTER SANDMAN - metallica	111371
NOVEMBER RAIN - guns n roses	112596
FORTUNE FADED - red hot chili peppers	113198
SOMEDAY - nickelback	112967
LIVING ON A PRAYER - bon jovi	111376

R 'N' B

WHERE IS THE LOVE - black eyed peas	112890
CRASHIN A PARTY - lumidee feat n.o.r.e	113281
BABY BOY - beyonce ft. sean paul	112933
BREATHE - blu cantrell feat. sean paul	112521
50:50 - lemar	113197
ALL I HAVE - jennifer lopez feat ll cool j	112359
IGNITION - r kelly	112588
THOIA THONG - r kelly	112948
FRONTIN - pharrell williams feat jay z	112855
TURNTABLE - tlc	113426
I BELIEVE I CAN FLY - r kelly	113060
NEVER LEAVE YOU - lumidee	112774
GIFT FROM VIRGO - beyonce knowles	113441
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LIKE I LOVE YOU
WORK IT

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REGULATE - *Nate Dogg and Warren G*
GANGSTAS PARADISE - *Coolio*

FOOTBALL - 119919
THE GREAT ESCAPE
WE ARE THE CHAMPIONS
EAT MY GOAL

EMINEM HITS - 119955
CLEANING OUT MY CLOSET
SUPERMAN
STAN

SOFT ROCK - 119945
FINAL COUNTDOWN - *Europe*
LIVING ON A PRAYER - *Bon Jovi*
EYE OF THE TIGER - *Survivor*

DANCE HITS - 119941
THE LOGICAL SONG - *Scooter*
LIKE A PRAYER - *Madhouse*
RHYTHM IS A DANCER - *Snap*

URBAN

AINT WHAT YOU DO - big brovaz	113251
SO GRIMY - so solid crew	113357
FAVOURITE THINGS - big brovaz	112560
BABY BOY - big brovaz	112859
FIX UP LOOK SHARP - dizzee rascal	112937
JUS A RASCAL - dizzee rascal	113220
BROKEN SILENCE - so solid crew	112969
I LUV YOU - dizzee rascal	112826
SCANDALOUS - mis-teeq	112444

NU METAL

HIT THAT - the offspring	113419
NUMB - linkin park	112886
MY IMMORTAL - evanescence	113277
BRING ME TO LIFE - evanescence	112651
FEELING THIS - blink 182	113189

DANCE

ROCK YOUR BODY ROCK - ferry corsten	113417
PRETTY GREEN EYES - ultrabeat	112877
GIVE IT AWAY - deepest blue	113454
FLY ON THE WINGS OF LOVE - xtm	112705
BE FAITHFUL - fatman scoop	113086
INTO THE NIGHT - love inc	113380
I SEE GIRLS - studio b feat romeo	113273
SUMMER JAM - ud project vs sunclub	113104
BOYS OF SUMMER - dj sammy	112387
RHYTHM IS A DANCER - snap vs stone	112485
IRISH BLUE - flip n fill	113343
MARIA - scooter	113030
LOVE ME RIGHT - angel city	113162
GOOD LUCK - basement jaxx	113341

FOOTBALL

YOU'LL NEVER WALK ALONE - liverpool	111351
SOCCER AM CATWALK - jean knight	112559
MATCH OF THE DAY	111126
ARE YOU READY FOR LOVE - elton john	112869
THE GREAT ESCAPE - s wednesday	111354
GLORY GLORY - football anthem	111353
MARCHING ON TOGETHER - leeds	111350

INDIE

SEVEN NATION ARMY - white stripes	112604
ARE U GONNA BE MY GIRL - jet	113037
FOOLS GOLD - stone roses	111230
CANNONBALL - the breeders	113464
BITTER SWEET SYMPHONY - the verve	111292
WATERFALL - stone roses	111456
DIAMONDS AND GUNS - the transplants	112610

RUGBY

SWING LOW SWEET CHARIOT	113108
FLOWER OF SCOTLAND - lulu	113113
LAND OF MY FATHERS	113110
IRELANDS CALL - simon casey	113112
WORLD IN UNION	113107
THE HAKA	113119

ESSENTIAL

IN DA CLUB - 50 cent	112440
CRAZY IN LOVE - beyonce knowles	112707
SATISFACTION - benny benassi	112751
HEAVEN - dj sammy	112229
DILEMMA - nelly feat. kelly rowland	112221
LOSE YOURSELF - eminem	112289
IGNITION - REMIX - r kelly	112642
YOU'RE A SUPERSTAR - love inc	112329
MOVE YOUR FEET - junior senior	112441
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CAN'T GET YOU OUT OF MY ... - kylie	111388
THE LOGICAL SONG - scooter	111965
CASTLES IN THE SKY - ian van dahl	111270

THEMES

THE SIMPSONS	111132
ONLY FOOLS AND HORSES	111369
PHOENIX NIGHTS	112364
MISSION IMPOSSIBLE	111121
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EXORCIST	111871
ROCKY - jogging theme	112481
ROCKY	111141
AXEL F - beverley hills cop	111601
FAWLTY TOWERS	111448
SEX AND THE CITY	111673
JAMES BOND	111119
THE A TEAM	111115
GOOD BAD AND THE UGLY	111181
MUPPETS	111134
DIRTY DANCING	111249
HARRY POTTER	111548
JACKASS	112554
STAR WARS - main theme	111125
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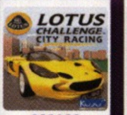
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SPIDER-MAN
MARVEL
SPIDER-MAN

Spider-Man must go through the city finding hostages and freeing them from their captors. Catch up with The Green Goblin, foil his plan, and save the city!

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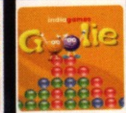
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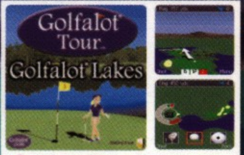
Spend earnings to improve your game. Play in 2D/3D with fantastic sound effects. Play 2-player matchplay against mates or Lucy Locket.

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Based on the real game of Eight Ball Pool, Pool Challenge is incredibly realistic, both in how it looks and in how all the balls behave on the table.

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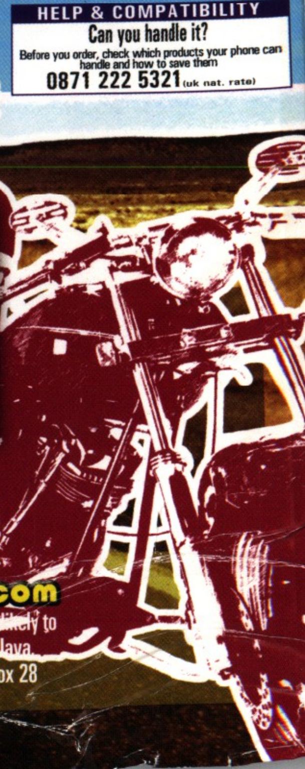

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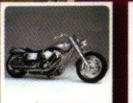
251680

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